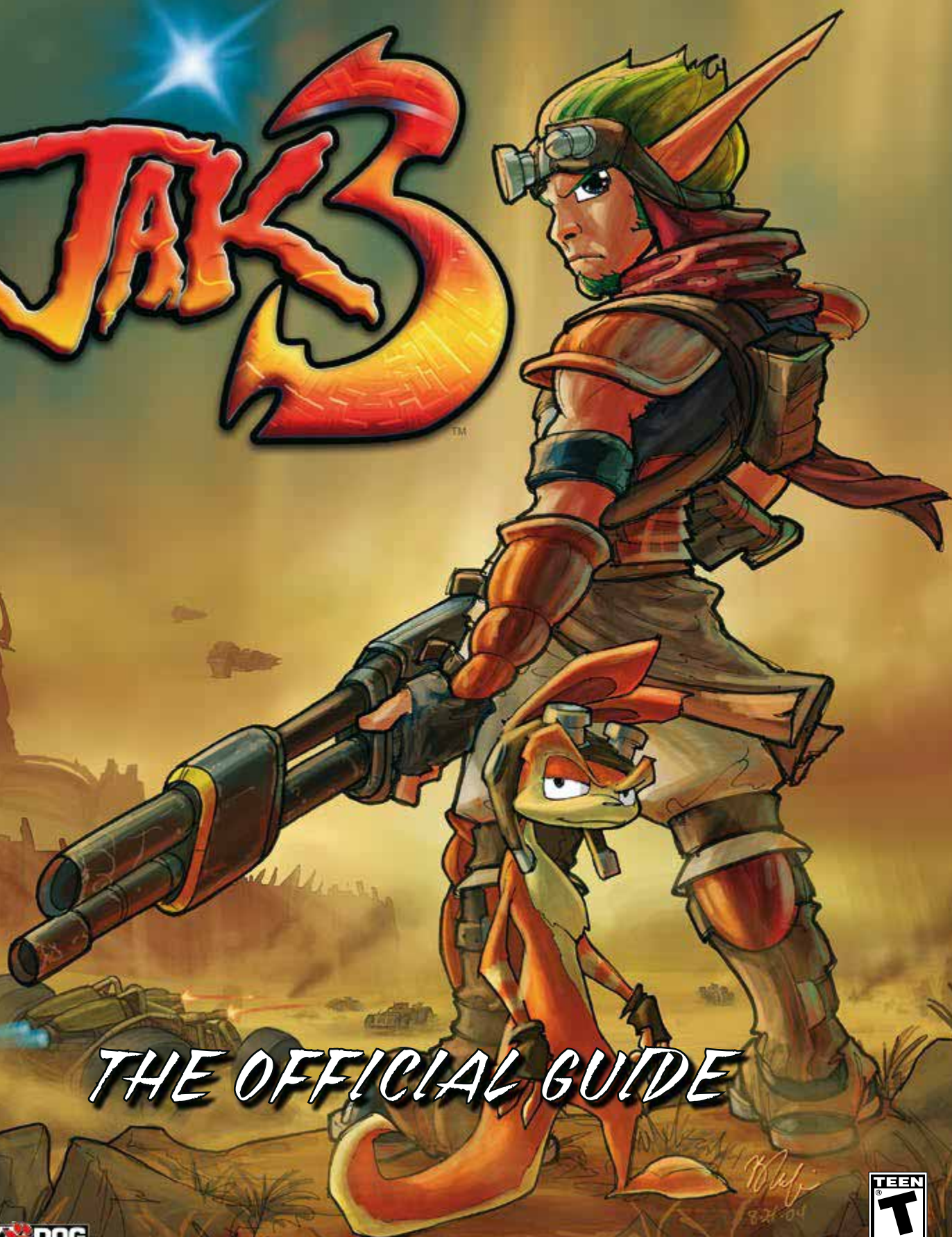




PlayStation®2



TAKE 3



THE OFFICIAL GUIDE

NAUGHTY DOG

BASED ON A GAME RATED "TEEN" BY THE ESRB





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Index Tab

Listen up! What you are holding in your hands is a nifty guide entirely designed by your faithful feathered-and-furred friend. I don't know how I find the time, what with saving the world and all... See the index tab on the right margin of each double page spread? That was a little something I came up with to help you, my dear adventure-loving compadres, find all the information you want at a glance. You can tell at a glance which subjects are featured in each chapter, as well as check your current location in the game. It's so beautifully ingenious I could cry tears of joy.

Fold-Out

The trouble with having claws is that they can really rip the shreds out of paper, which makes both reading and going to the 'little Ottsels' room' quite traumatic at times. That's why I love this guide (apart from the fact that it's one huge kiss-up to yours truly!). The paper is so glossy and lustrous that even my sharp claws can turn the pages with ease, and by keeping the foldout at the back open I can easily use the handy key. I can find out what all those strange symbols on the maps are with a minimum of effort directly at my paw tips. Brilliant! All my idea, of course, although I'm sure that the feathered windbag will claim it as his own.

1st Chapter

CHARACTERS



Damas

Damas is the leader of the Wastelanders who rescued Jak, Pecker and Daxter from the desert. A stern patriarch, he views Haven City dwellers with clear contempt. The only way to earn his respect is to spill copious amounts of blood on the battlefield – and ideally, not your own. Even then, don't expect more than a cursory grunt of congratulations. Damas is not big with the open displays of affection. Damas expects everyone else to possess the same warrior spirit as himself, which sometimes makes him a little intolerant of slightly weaker individuals.

His hobbies include watching gladiatorial fights to the death in the Spargus Arena and fashioning his unusual tufts of hair into sharp points.



I don't know whether I should take this personally, but Damas has a shoulder pad with huge spikes on it, which would make life very difficult for me in certain places if I ever decided to sit on his shoulder. Damas seems to have a slight problem with anxiety and also with expressing positive emotions. His hair gel use is almost as strange as Jak's.



Kleiver

Kleiver is a Wasteland mercenary who used to work for the equally unscrupulous Krew, as Jak II devotees will recall. An art lover, he's particularly fond of returning lost Artifacts to their rightful home in Spargus City, irrespective of whether they belong there or not. Despite his gruff manner, he's actually rather fond of Jak and Daxter, although he thinks of Daxter mainly as potential finger food. Kleiver provides our heroes with off-road buggies from his collection, as well as helping them find the underground railroad and the entrance to the Catacombs.

His hobbies include picking tiny critters from between his teeth and winning off-road racing tournaments.

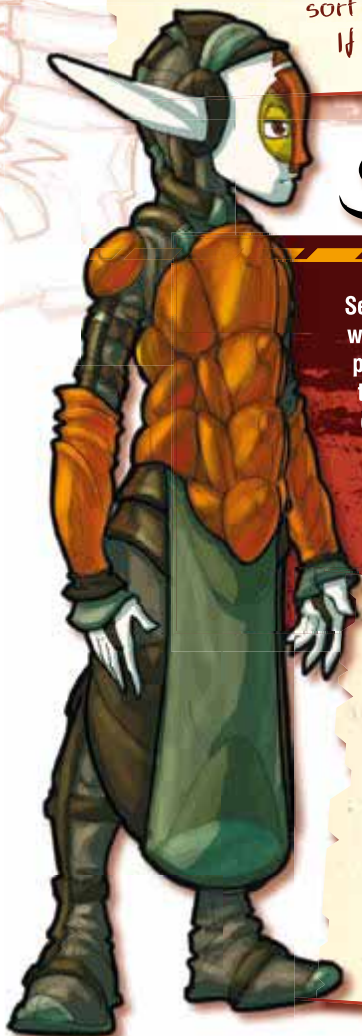


Kleiver is, um... how can I put this politely? Well, he's a big fat lump of lard with a stinking temper and no sense of humor. He also seems to have an issue with small, attractive, wonderfully funny furry animals. It's probably jealousy – and why not? Let's face it, I have the kind of eye-candy physique that would make a Metal Head green with envy. He's threatened to eat me on several occasions, and I'm convinced that the bushy appendage under his nose is some sort of desert road kill fashioned to look like a moustache. If I don't watch out, I'll be next!

Seem

Seem is the spiritual leader of the Golden Order of Precursor Monks, a tribe of nomads who worship the Precursors. Although very young to hold such an exalted and powerful position, Seem, er, seems wise beyond her tender years. She appears to quite literally have the weight of the world on her shoulders. She believes that Jak's Dark Eco side is very dangerous and destructive, but she also sees something in Jak – something that holds the key to the secret of the end of time, which is a bit of a worry for our heroes. She is an authoritative source of info about all things Precursor, as well as a snazzy dresser.

Her hobbies include staring into space, polishing her face and yoga for beginners.



I like Seem. She's very chilled out, almost horizontally so. She likes to talk and talk and talk and frankly I don't understand a single word she's saying, but it sounds really soothing... in a weird, whispery sort of way. I've made a tape of it and set it to whale music and I play it every night to help me sleep. Sometimes I worry that she might have an evil glint in her eye, but that's probably just those shiny facial features and the furniture polish she uses as sun block.



CHARACTERS

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BEHIND THE SCENES

DAMAS

KLEIVER

SEEM

VEGER

SAMOS

KEIRA

ASHELIN

TESS

PECKER

TORN

JINX

CYBER-ERROL

DAXTER

JAK



Veger



Every inch (and he is tall) the consummate politician, Veger is the leader of the High Council of Haven City. He likes everything to be perfectly neat and tidy and by the book, and refuses to accept that life just isn't like that, especially in a Haven City riven by factional infighting. That book of his looks like it's used as much for whacking people over the head with as for reading. He distrusts Jak's Dark Eco abilities and was instrumental in getting him thrown out of the city. Although in some ways this guy means well, he is going about it in all the wrong ways and for all the wrong reasons. Too much of a good thing is bad, and Veger is as bad as they get! Future plans include a secret alliance with the KG with the aim of usurping Ashelin as City Governor.

His hobbies include maintaining clockwork order in Haven City, an obsessive distaste for anything 'tainted' by Dark Eco and casting misunderstood heroes into the Wasteland.

What a creepy guy! And talk about arrogant! Being a humble sort myself I can't stand anyone with such an inflated self-image. I'm much too perfect to be that arrogant! He may dress fancy and talk like he's got a fur ball in his mouth, but that doesn't fool someone as intelligent as yours truly. Never trust a man with joined up hair and eyebrows... but oh, the people of Haven City already have. I think I can safely say I'm the only Ottsel in the world with a Cassandra complex.



Samos

As ever, Samos's role is shrouded in mystery. However, there's no doubt that he still believes that Jak is central to solving the mystery of the Precursors. An environmentalist and avowed tree-hugger, Samos has played an important part in Jak and Dexter's last two adventures. A supporter of the Freedom League, quite what Samos is up to during the present period of strife in Haven City remains to be seen, but it's bound to be eco-friendly. His fascination with the legend of the Precursors remains undiminished.

His hobbies include talking to plants and searching for interesting objects hidden in his green Afro.



Silly green-haired old fusspot. Normally I have respect for my elders, but Samos just gets on my nerves. I'm not sure why. Maybe it's that ridiculous twig he has stuck in his hair, or maybe it's the fact that he did nothing to stop Jak and I being cast out into the desert. There's also the not-so-insignificant matter of him sending Jak and I off to endure near-doom experiences on a number of occasions so far.

Keira

Keira is Samos's daughter, which explains the green highlights in her hair. She's been with Jak and Dexter for the long haul since traveling with them through time in their first adventure (chronicled in *Jak and Dexter: the Precursor Legacy*). A gifted mechanic and inventor, she designed and made Jak's JetBoard, among other interesting gadgets.

Her hobbies include making ornaments from discarded Zoomer parts and finding new ways to fight off Dexter.

Keira. Yum! Like most of the women I meet, Keira loves a certain Ottset. In fact, she can't keep her hands off me! Unfortunately, due to her rather unladylike occupation, her hands are frequently covered in axle grease and engine oil, which plays havoc with my do. Still, she's cute – and surprisingly so, considering her parentage, so I can put up with a little discomfort and the high turpentine bill.



Ashelin

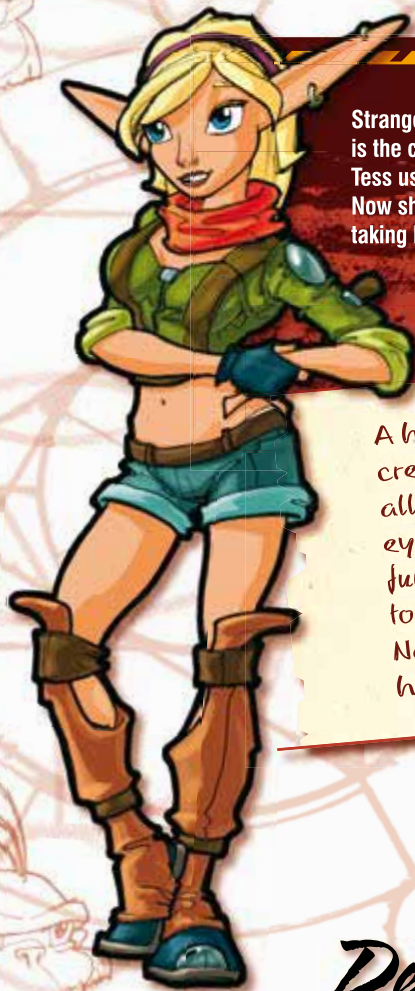
Ashelin is currently the governor of Haven City, and the leader of the Freedom League, but her position is seriously under threat from the scheming Veger. She tried and failed to prevent Jak being banished to the desert, but ensured that he would be rescued by Damas by secretly slipping him a homing beacon. How did she get that homing beacon from Damas? Well, that's another story! Can she and the Freedom League hold out against the KG Death Bots and the Metal Heads, or will they have to call on old friends for help?

Her hobbies include collecting guns, bra shopping and turning Metal Heads into umbrella stands.

Yowza! I like 'em red hot and feisty, and there's none more so than this babe! Tight leather outfit, curves that go on for days, and best of all, she can't get enough of a certain orange hero! I think I'm in love... but don't tell my other dames, okay?



Tess



Strangely, Tess is one of the few females who actually likes Dexter. She thinks Dexter is the cat's meow, and seems to believe all of his outlandish stories. Well, love is blind. Tess used to work for the Underground and spy on Krew to pass his secrets on to Jak. Now she's making weapons and runs the Haven City shooting range, and seems to be taking her job maybe a little too seriously. Chill, baby. Take a pill.

Her hobbies include stroking Dexter, designing lethal weapons and mixing and matching her nail polish.

A hero's gotta have a woman in every port, what with the creed, "eat, drink and be merry, for tomorrow we die" and all. But Tess is my main squeeze. With blonde hair, blue eyes, and the cutest pierced ears, she could melt even the furriest of hearts. Best of all, she pets me like there's no tomorrow. This girl's a keeper. Tess looks after the Naughty Ottsel Saloon while I'm away performing heroic deeds.



Pecker

Half monkey, half macaw, all mouth, Pecker acts as translator for Onin the Soothsayer. He changes allegiances as often as most people change their underwear (except Kleiver). After being cast out into the desert with Jak and Dexter, he looks for a new "shoulder in charge" and quickly aligns himself with Damas, turning his back on his companions. Or is he just trying to help them? As the adventure continues, Pecker will prove his loyalty one way or another. Watch this space.

Pecker's hobbies include sarcasm, thinking up pithy insults for all occasions and perching himself on the shoulder of suitably senior power brokers.



Some may call him a Moncaw; I call him a bloated windbag with feathers. He has a face only a mother could love, and even then she'd probably have serious reservations. Loyal, decent, honest: Pecker is none of these things. The day that this jumped-up sparrow flies face-first into a wall will be the happiest of my life.





Torn

Originally a Commander in the Krimzon Guard, Torn defected to the Underground during Jak and Daxter's second adventure, and is now one of the leading lights in the Freedom League, acting as an advisor to Ashelin. A brave and fearless soldier, despite what some may say, Torn's loyalties are never in doubt.

His hobbies include drinking, trying out new cocktails and gargling with nails to keep his gruff, sexy voice.

Strictly between you and me, Torn likes a drink. I'm beginning to regret letting him sup at the Naughty Ottsel for free. I'm not one to gossip, but sometimes I think he's just hiding out there and letting me and Jak do all the dangerous stuff.



Jinx

Jinx loves things that go BOOM! An explosives expert, Jinx helps Jak to reach the Metal Head stronghold. Often relies on Jak to watch his back, which Daxter thinks is a little foolish.

His hobbies include blowing things up, large explosions and hiding from high-velocity debris.



I really like Jinx. He smokes a big cigar, but I stay upwind of that conflagration. Jinx is really cool – unlike Jak, who thinks he looks cool but really looks stupid unless a certain orange individual is perched atop his shoulder...



Cyber-Errol

After his previous skirmish with Jak, Errol was missing, presumed dead. A previous Commander of the Krimzon Guard, Cyber-Errol was restored to his former glory at the KG War Factory by his loyal robot troops. He was never the sanest person on the planet, but now he's gone plain batty – completely obsessed by winning back power at all costs. Even if it means selling his soul to the darkest powers in the universe.

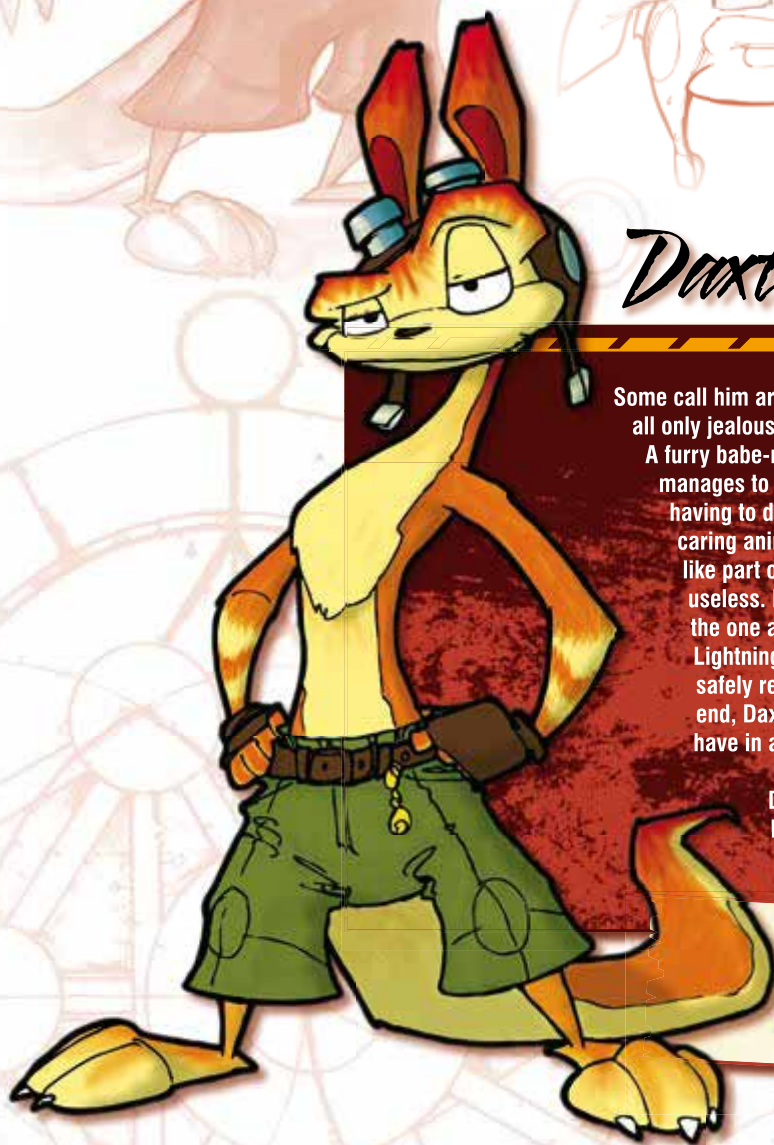
His hobbies include avoiding magnets and aspiring towards world domination.

Talk about coming back like a bad penny. I thought we had got rid of this guy ages ago. Now he's half-man, half-tin can. Big deal! I ain't afraid of him! Well, maybe just a little...





Dexter



Some call him arrogant, irritable and rude, but they are surely all only jealous former suitors of Dexter's many girlfriends.

A furry babe-magnet and all-round superhero, Dexter manages to survive and thrive despite being hampered by having to drag Jak around with him on his adventures. A caring animal, Dexter likes to make his old friend feel like part of the action, even though he's actually quite useless. Dexter always has to have the last word... and the one after that. This little hero, also known as Orange Lightning, loves to ride into battle on Jak's shoulder, safely removed from the dangerous parts. But in the end, Dax is a loyal companion and a good mouth to have in a fight.

Dexter's hobbies include being amazing, kissing babes, and sticking his tongue out.

Sheer perfection: need I say more?
Actually I wrote my own description.
Can you tell?

Jak

Some might say that Jak is the real hero of this adventure, but they have probably never met Dexter, or his claws. Although he has always had a leaning towards the dark side, since being cast out into the desert, Jak has hardened his heart even further. However, there is hope for his redemption, with the addition of Light Eco powers to balance his Dark Eco abilities. Torn between various allegiances, soon Jak will be forced to decide where his true loyalties lie.

His hobbies include saving the world, thinking up new looks for himself and trying to brush that useless lump off his shoulder.

I suppose I have to be kind here. I'm actually quite fond of Jak. He may be simple, but I'd be lost without the guy. In fact, I'd have to walk a lot more than I do without him. He's getting quite grumpy of late, though. Maybe we should try to find him a girlfriend... although most of the babes only have eyes for me, so it's going to be tough finding one willing to lower her standards!





2nd Chapter

HOW TO PLAY



Starting the Game

From the Title Screen, press the **START** button. You will then be presented with three menu options: New Game, Load Game and Options. You can confirm your choice by pressing **X** and cancel it by pressing **△**. Later on in the game you will be able to access the Secrets Menu from here. To learn more about this topic, please turn to the Secrets Chapter.

New Game

When you play Jak 3 for the first time, your PlayStation®2 will recognize that you do not have any game save data on your Memory Card. A new game file will be created that uses just over 1000KB of space. Once the file is initialized you will be presented with four game slots. Simply choose where you would like to save your new game and you'll be ready to start your adventure. You will also have the option to continue without saving, but as Jak 3 is so vast this is not recommended! If you have already used one of the save files and want to start a new game, you can select one of the three other slots or even overwrite your original file.



At certain key points during the game your progress will be saved automatically. When this happens, you will be alerted by a tick icon that appears in the bottom right-hand corner of the screen. Be sure not to turn off your console when you see this picture!

Load Game


Four game slots will also appear on this menu screen. On the right side of the screen you will see details of your progress. You will also see a snapshot of your current location, how many hours and minutes you have played the game so far, what percentage of the game you have completed, and how many Skull Gems and Precursor Orbs you have collected. Choose the game that you wish to load.

Options

Use the Options Menu to change settings, either when you first start playing or at any point during the game.

Game Options




Vibration Function: Use this option to toggle the DUALSHOCK®2 Analog Controller's vibration on or off.

Subtitles: Turns cut-scene subtitles on or off. You can also achieve this by pressing  during a cinematic interlude.

Subtitle Language, Language: Choose the language that you want to use for subtitles, onscreen messages and menu text. Choose from the following: English, French, German, Spanish, Italian, Japanese, Russian and Portuguese. The basic settings will be the same as your system default.

Audio Language: Use this option to select the language for all speech throughout the game, including cut-scenes. Available audio languages are: English, French, German, Spanish and Italian.

Graphic Options

Center Screen: Use this option to alter the screen position. Use the directional buttons to move the screen. Confirm changes by pressing , or press  to restore the default screen position. Press  to exit.

Aspect Ratio: Toggle between the 4:3 and 16:9 widescreen display modes.

Progressive Scan: Only televisions that are capable of displaying 480i progressive scan will be able to make use of this option. If you select this and find that the picture is distorted (or that no picture appears at all), the screen will reset after ten seconds.

Sound Options

SFX Volume, Music Volume, Speech Volume: Adjust the various sound options from 0 to 100%.

Sound Format: Select Surround, Mono or Stereo.

Picture Options

Adjust the Contrast and Brightness settings.

Camera Options

Use this option to invert the horizontal and vertical camera rotation controls.



Secrets

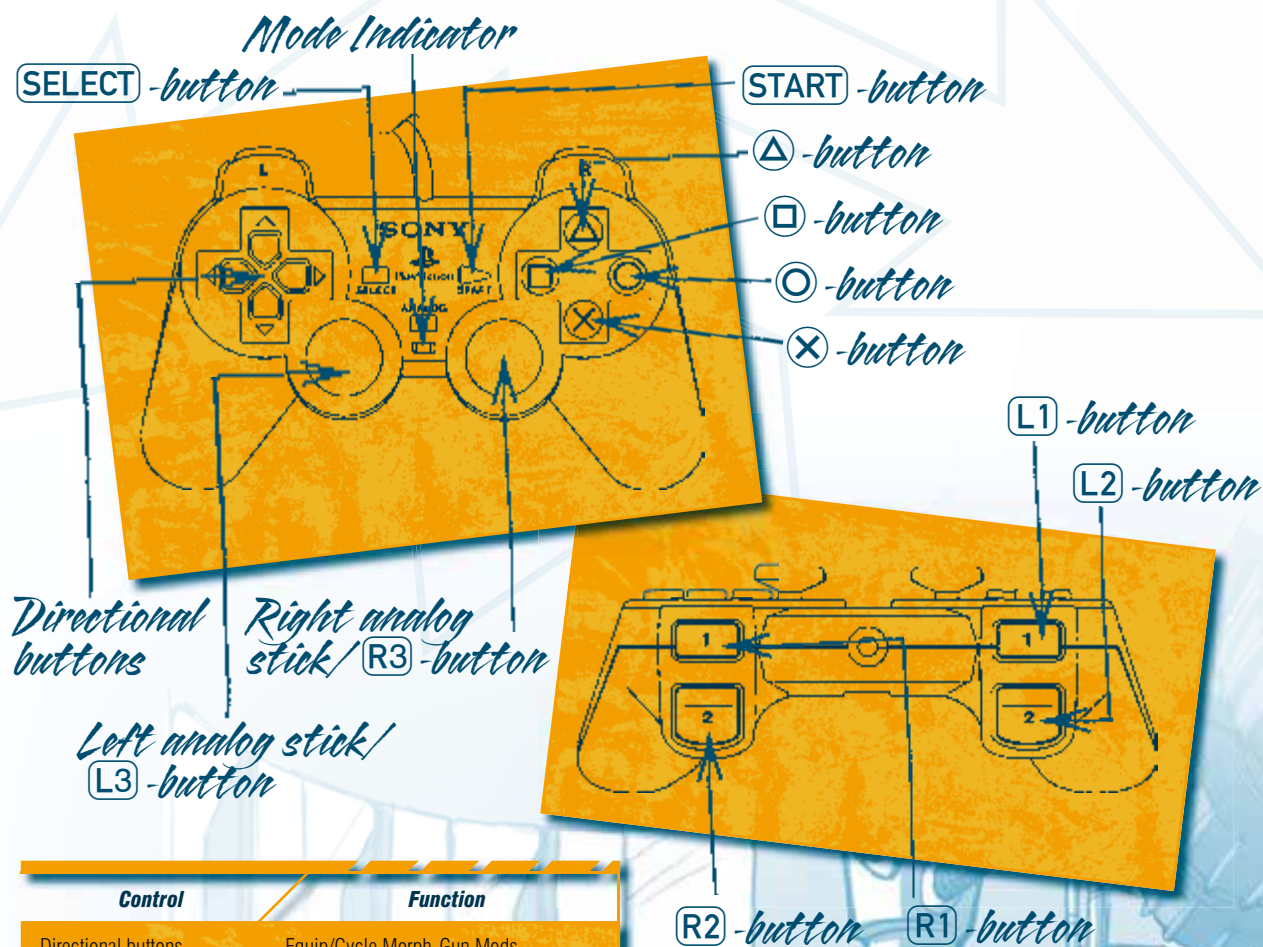
Once you have unlocked the Scrap Book in the Secrets Menu you will also be able to access the Secrets option from the Options Menu. To learn more about this topic, please turn to the Secrets Chapter.



* Controller Settings

On this page you will find the default settings for your controller. Please note that not all of the functions and features will be

available at all times. The JetBoard, for example, is not a part of Jak's equipment until he is rewarded with it later in the game.



Control	Function
Directional buttons	Equip/Cycle Morph-Gun Mods
Left analog stick	Move Jak/Daxter
Right analog stick	Camera Rotate/Zoom
△-button	Punch/Dive (when swimming)
□-button	Use Items/Talk/Interact
×-button	Jump
○-button	Kick Spin/Dive (when swimming)
R1-button	Equip/Fire Morph-Gun
R2-button	Mount/Dismount JetBoard
R3-button*	First-Person Camera View
L1-button	Crouch/Crawl/Roll
L2-button	Transform into Light/Dark Jak
L3-button*	Show Information
SELECT-button	Pause
START-button	Options Ring

* Press down on the analog stick until you hear a click

Screen

Displays



[L3] Symbols: When you press down on the left control stick, symbols will appear on the left side of the screen. Should any of the values change during the game (for example, when Jak is hit by an enemy), the symbols will appear automatically on the screen for a short period of time.

1 Skull Gems: These are dropped by defeated Metal Heads and can also be found stashed inside crates, pots and wooden boxes. Use them to unlock special Bonus Missions.

2 Precursor Orbs: Hidden throughout the game. Collect them to unlock goodies in the Secrets Menu.

3 Health Meter: Shown on the outer ring of Jak's Power Meter. Jak starts off with eight green Health Spheres. When he gets hit, he will generally lose two spheres. Sometimes he will only lose one sphere, depending on the enemy. When the meter is empty, Jak will collapse and the current mission will end.

4 Dark Eco Meter: Found on the right side of the two halves of Jak's Power Meter. The more Dark Eco you collect, the more the meter will fill up. As soon as you have collected even the smallest drop of Dark Eco you can transform into Dark Jak by pressing [L2]. Simply being in Dark Jak mode will not consume any Dark Eco – only using special Dark Jak moves will drain your Dark Eco supply. To learn more about Dark Jak, turn to page 27 of this chapter.

5 Light Eco Meter: Located on the left side of the center section of Jak's Power Meter. When you absorb Light Eco the meter will fill up. As with Dark Eco, the Light Eco Meter does not have to be full in order for you to transform into Light Jak. Hold [L2] and press [A] (Light Regeneration), [B] (Light Shield), [X] (Flash Freeze) or [Y] (Light Flight) to enter the required mode. When the meter is empty, Jak will return to his default state.

6 Boss Energy: During a boss battle your opponent's health level will be displayed on the right-hand side of the screen.

7 Actions: When you have the opportunity to interact with people, objects, vehicles or even animals, a message will appear at the bottom of the screen.

8 Mission Targets: The tally of targets that you have collected, destroyed, rescued, or blown up will appear on the right of the screen.

9 Partner's Energy: Occasionally you will have to protect another person or entity. Their Health Meter will appear in the upper left-hand corner of the screen.

Map



General

Blue triangle: Jak or Daxter. The tip of the triangle points in the direction in which you are facing

Gray circle: parked vehicles

Flashing circles: mission objective(s)

Icons: a character who will brief you on your next mission

Green dot over green triangle: bonus mission



Wasteland

Small red circles: enemy Marauders

Haven City

Small blue circles: Freedom League soldiers, with blue cones indicating their line of sight

Small red circles: KG Deathbots, with red cones indicating their line of sight

Small purple circles: Metal Head creatures



Menus

The Options Ring

During play you can press **(START)** to access the Options Ring. Use either the left analog stick or directional Buttons to cycle through the various sub-menus. Select a sub-menu by pressing **(X)**.

If you wish to exit from the sub-menu and return to the Options Ring, press **(A)**. If you then wish to exit the Options Ring and resume your game, press **(A)** again. To return to the action immediately, press **(START)**.

Show Map

This screen shows the map for your current location, with symbols indicating Jak's position and the major goals for the mission.



Missions

This sub-menu shows the missions that you have completed, as well as the missions currently in progress. The mission names are used as section headings in this guide. Cycle through the missions using either the left analog stick or the directional Buttons.

High Scores

Score tables for the various mini-games and challenges featured in Jak 3 will appear here once you have played them. For more information on challenges and mini-games, please turn to the Secrets chapter.

Inventory

In this sub-menu you will find the various items that Jak has collected during his adventure

Controls

The Controls sub-menu presents a complete list of all analog controller functions, including Basic Moves, Advanced Moves, Weapon Moves, JetBoard Moves, Vehicle Control, plus Dark Jak and Light Jak powers.

Options

Use this sub-menu to alter Game, Graphics, Sound, Picture and Camera options either before or during the game. Turn to page 15 in this chapter for a description of each.

Load Game

Load any one of four saved games from this sub-menu. Your current game will be lost if you load a previously saved game.

Save Game

Although your progress will be automatically saved at key points, this sub-menu provides the option to manually save your game.

Secrets

If you collect Precursor Orbs you will be able to unlock the many goodies listed here. And yes, there is a Big Head Mode! To learn more about secrets, please turn to the Secrets chapter.

Restart/Quit

Use this option to restart your current mission, or return to the Title Screen by selecting Quit.




Actions

Movement

Jak is an agile hero, despite the ever-present distraction of having a chatty lump of orange fur clinging to his shoulder. You should try to master his many athletic abilities as soon as possible.

Walk/Run/Climb Ladder



The amount of pressure you place on the left analog stick will determine how fast or slowly Jak moves. Tilt the stick in the direction of the ladder to climb it. To slide down a ladder at speed, press .



Jump




Press  to make Jak jump in the air.



Double Jump



Press  again when Jak is already in the air and he will jump again. There is only a brief window of opportunity for you to perform this remarkable, gravity-defying feat. It can be used to achieve leaps of greater height and distance. Timing these soon becomes second nature.





High Jump



Hold  and press  to make Jak execute the highest jump of all.




Double Jump and Spin	⊗ ⊗ ⊙	Press ⊙ immediately after executing a Double Jump and Jak will remain in the air even longer. His wildly flapping limbs will also help to slow his fall, making it easier for him to land accurately on small targets. The same also applies after a normal Jump and High Jump.	
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Climb From Hanging Position	⊗	Unless you intend to stay there permanently, it's a good idea to press ⊗ to climb up when hanging from a ledge.	
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Letting Go	⊗ ↓ ○	If you're tired of hanging around and want to drop down, press ⊗ and tilt the left analog stick downwards.	
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Hitting a Switch	⊙ or ⊙	To flick a switch, press ⊙ or ⊙.	
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Dive Attack	⊗ ⊙	Press ⊗ to jump in the air, then press ⊙. This 'smashing' move will enable Jak to break through floor panels and activate switches.	
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Use	△	When prompted by onscreen text you can press △ to interact with vehicles, Leaper Lizards, Warp Gates and lots of other things throughout the game. You can also press △ to talk to certain specified people.	
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Swimming and Diving



When Jak is in the water, use the left analog stick to move him around. Press or to dive, and hold or down to stay submerged. Release or to surface.



Crouching and Crawling



Press to make Jak crouch. Hold and move the left analog stick to make him crawl in a particular direction.



Rolling



Move the left analog stick make Jak break into a run, then press to perform a roll.



Long Jump



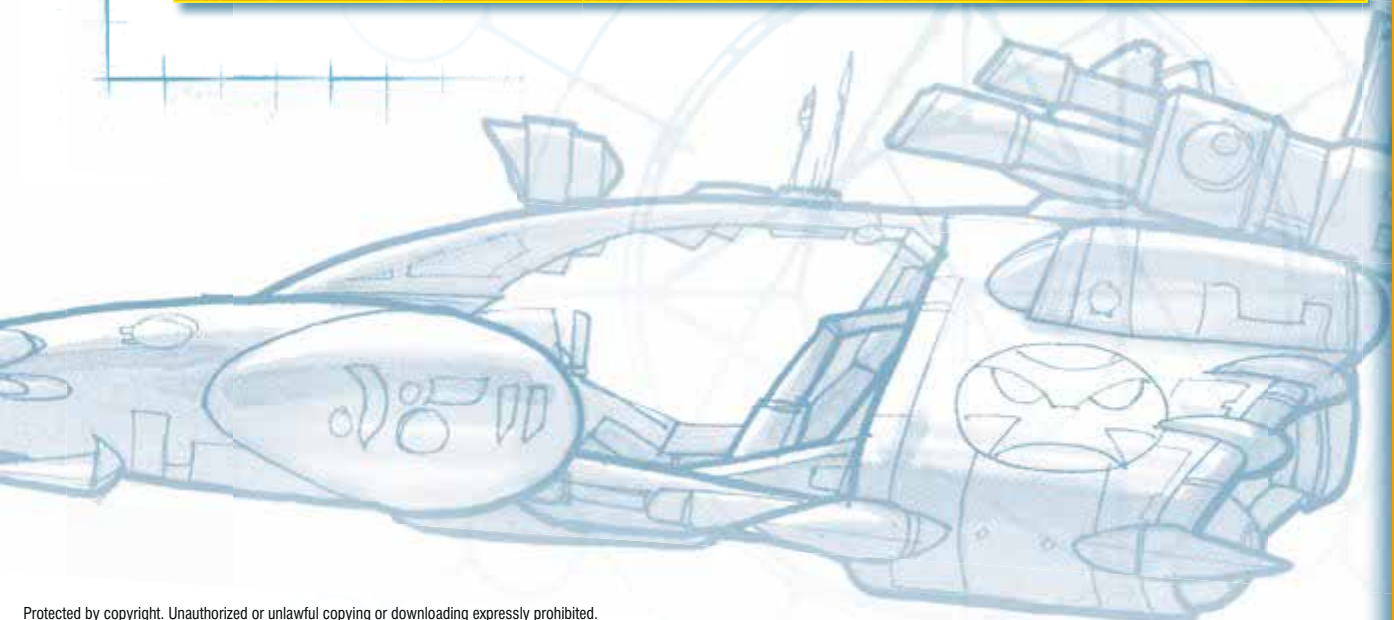
Execute a roll as described above, then press at the end of the move. Jak will then perform a huge leap that will carry him over wide gaps.



Swinging






























Press to jump up and automatically begin swinging on a pole. Press again to dismount in the direction in that you are facing.



Attacks

Not only can he run, jump and swing like an Olympic acrobat, albeit a surly one, Jak also has some wicked hand-to-hand combat moves in his locker.

Spin		Press  to dazzle your enemies by spinning like a top. Legs, arms and Ottsel alike will all fly in the direction of your hapless opponent. This is also a great move to use when surrounded by enemies.	
Punch		Nothing says, "I hate you, please go away" quite like a sturdy punch. Press  and Jak will deliver this very special message to someone he's not too keen on. Unfortunately, you can't deliver a lighter version of this particular rebuke to curtail Dexter's endless chatter. Believe us, we've tried!	
Dive Attack	 	Not just a handy way of butt-bouncing on switches, the Dive Attack also doubles as an effective fighting move. Press  to jump in the air, then press  to stomp on your enemy's head. Avoid using this move on spiked opponents or you may get a nasty and painful surprise!	
Aerial Attack	 	The Aerial Attack is a good way to take out low-flying enemies. Press  then  to execute it. Feel free to make your own whirring helicopter noises as you do so.	
Crouching Uppercut	 + 	Surprise your enemies by unleashing a fist of fury from a seemingly submissive position. Press  to crouch, then  to spring up and crack your opponent on the jaw, mandible, tentacle or other relevant appendage. Press  again to execute an even more powerful attack.	
Dashing Uppercut	 	Press  then  to deliver a two-pronged assault: one punch on the ground, and one in the air. Press  again to execute an even more powerful attack.	

Super Dive Attack Jump



An elaborate little maneuver that will give Dexter a shocking headache if executed properly. Press **X**, **□** and **X** again to shake the little fellow up. If you wish, you can repeat it over and over to perform a spectacular endless combo.



Shooting



To fire your weapon, press **(R1)**. Keep shooting in this manner until you run out of ammunition. You can find more ammunition in Crates scattered throughout environments. You can also find ammunition in the many pots and vases that you will have great fun smashing during your adventure!



Overview

Moving the Camera



Move the right analog stick to pan the camera around. Tilt the stick to zoom in or out.



Looking Around



Press down on the right analog stick – **⬇** – to switch to a first-person viewpoint. This will allow you to look around without your view being obscured by Jak and Dexter. The up and down controls will be inverted in this mode, and you will not be able to move around or defend yourself. Press **⬇** again to return to the standard viewpoint.



Check Current Status



Press down on the left analog stick – **⬇** – to temporarily call up the Power Meter and view your current Skull Gem and Precursor Orb tally.



* Weapons

The Morph-Gun

Anyone who has played Jak II™ will be familiar with the Morph-Gun. Jak receives the weapon at the start of Jak 3 during his first trial in the Wasteland Arena. Initially you will only have the Red Gun mod, but three more fire modes will be earned during the course of the game. Each of these can also support two

upgrades that are, again, awarded once certain feats have been accomplished. You can cycle between gun mods by pressing either up (Red), down (Yellow), left (Blue) or right (Purple) on directional the Buttons. Press **(R1)** to equip and shoot your weapon.

Scatter Gun

— Red Gun I —



Ammo capacity



Rate of Fire per Minute



The Scatter Gun is ideal for shooting large groups of slow enemies at close range. It has a painfully slow reload time, short attack range and meager ammunition capacity, but it's all you've got at the start of the game – so get used to it!

Wave Concussor



Ammo capacity

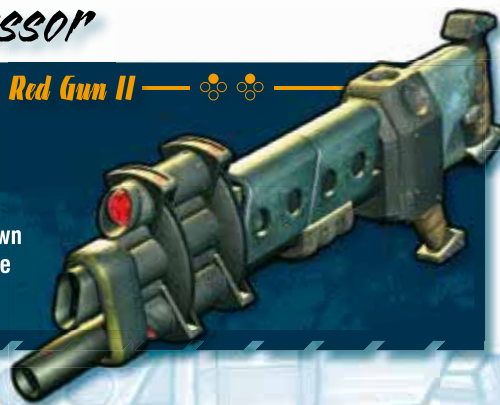


Rate of Fire per Minute

— Red Gun II —

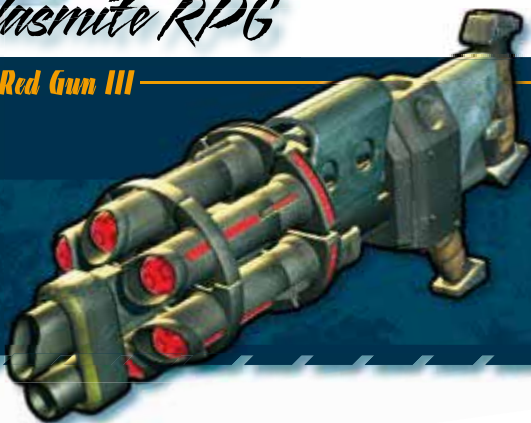


Using this fire mode you can charge a shot before releasing a damaging circular wave that will devastate surrounding foes. The longer you hold down **(R1)**, the more powerful the blast will be. A fully-charged shot will consume five units of ammunition.



Plasmite RPG

— Red Gun III —



Ammo capacity



Rate of Fire per Minute



This is a Rocket Propelled Grenade – hence RPG – that will explode a few seconds after impact. It's great for surprising enemies that are hiding around corners, but it has a massive thirst for ammunition: one shot consumes ten whole units.

Blaster

— Yellow Gun I —



100 150 200
Ammo capacity

186
Rate of Fire per Minute

Ideal for almost any combat eventuality. The Blaster has the longest range of all Jak's weapons, an impressive rate of fire and a generous ammunition capacity. The laser sight enables you to pick off opponents from a distance. This is the gun that you'll find yourself using more than any other.

Beam Reflexor

150 200
Ammo capacity

186
Rate of Fire per Minute

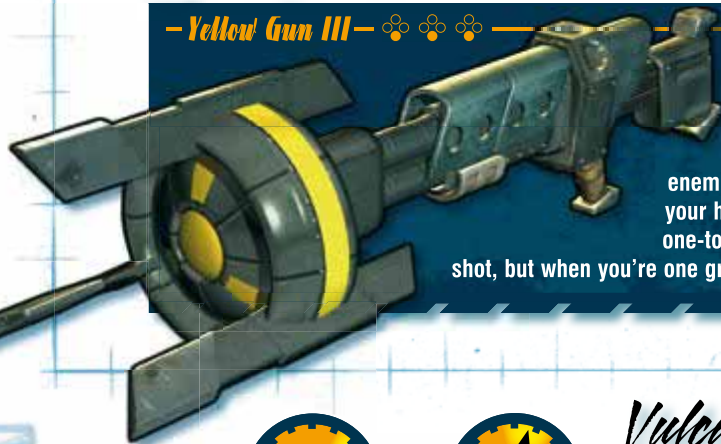
As its name suggests, the Beam Reflexor allows you to bounce shots from walls. It can be a very useful weapon when fighting a number of assailants in corridors or small rooms. One shot consumes two units of ammunition.



— Yellow Gun II —

Gyro Buster

— Yellow Gun III —



200
Ammo capacity

750
Rate of Fire per Minute

Unleashes a remote drone that will take out multiple enemies in one go. It's perfect for those rare occasions when your health is low and you're wary of engaging the enemy on a one-to-one basis. It consumes up to 50 units of ammunition per shot, but when you're one group of Metal Heads away from a checkpoint, it's worth it!

Vulcan Fury

100 150 200
Ammo capacity

600
Rate of Fire per Minute

This mod gobbles up ammunition like a hungry beast, but has an insane rate of fire that will reduce multiple rampaging enemies to mush in seconds flat. Save this bad boy for those testing times when you're completely surrounded by sharp claws and gaping maws.

— Blue Gun I —



Arc Welder

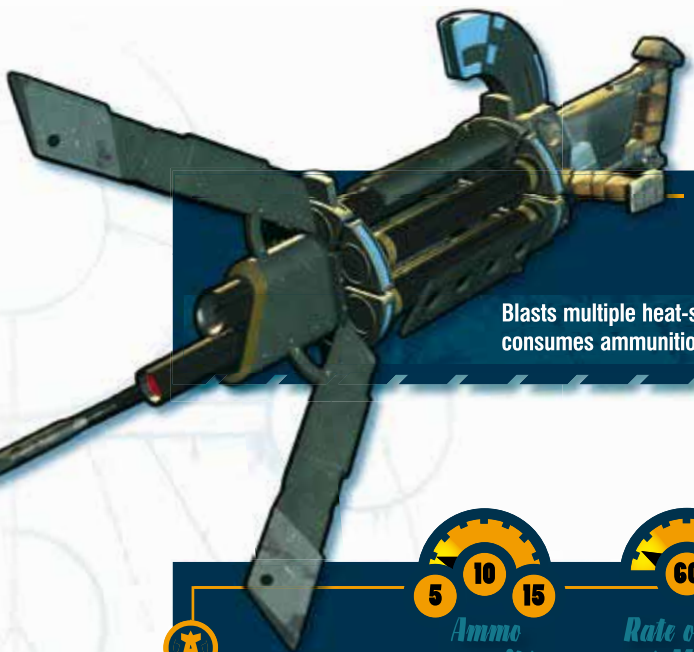
— Blue Gun II —



150 200
Ammo capacity

520
Rate of Fire per Minute

The Arc Welder emits a continuous stream of electricity that can clear out a roomful of enemies in seconds flat. More accurate than the Vulcan Fury, it's a better choice when the odds are seriously stacked in your opponents' favor.



Needle Lazer

— Blue Gun III —

200

1000

Ammo capacity

Rate of Fire per Minute

Blasts multiple heat-seeking projectiles at the enemy. It has an astonishing rate of fire but consumes ammunition at a frightening speed.

Peace Maker

— Purple Gun I —

5

10

15

Ammo capacity

60

Rate of Fire per Minute

It would be fair to assume that the name Peace Maker is an unfortunate typo by the manufacturer of this weapon: "Pierce Maker" would be more appropriate, as you will notice when you first use it on an unlucky Metal Head! It has a pitiful rate of fire and limited ammunition capacity, but its destructive power is peerless. It targets all enemies within range.



Mass Inverter

— Purple Gun II —

10

15

Ammo capacity

Rate of Fire per Minute

Unleashes radiating waves of energy particles. These waves have an anti-gravity effect on all enemies within range, lifting them off their feet. Dispatch them quickly while they're helpless.



Super Nova

— Purple Gun III —

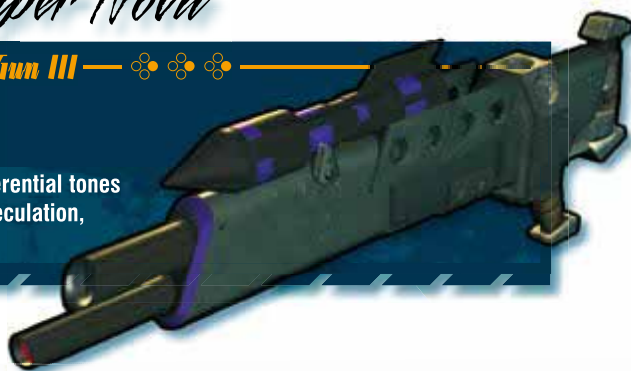
15

var

Ammo capacity

Rate of Fire per Minute

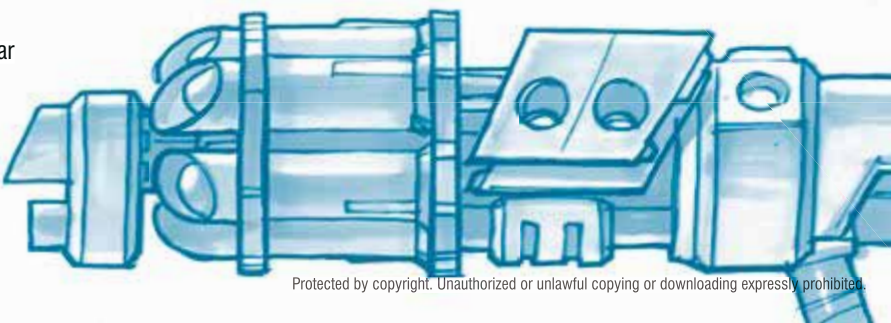
Shrouded in mystery, this weapon's name is spoken in hushed, reverential tones by gun aficionados. Resultant conversations are limited to mere speculation, however: little, if truly anything, is known about this mighty firearm.



Weapon Moves

The following combinations will produce some spectacular results when dealing with multiple enemies.

- ⓧ then Ⓢ then Ⓜ: 360 Rapid Fire Combo
- Ⓢ then Ⓜ: Rapid Fire Combo
- Ⓢ then ⓧ then Ⓜ: uppercot then fire in mid-air



✱ Dark Jak

After his heroic deeds were rewarded with suspicion and ultimately betrayal, Jak's dark side is now more evident than ever before. With the power of Dark Eco running through his veins he can turn into a dangerous, unpredictable monster. He even scares Dexter a little, and we all know that Dexter is very brave and hardly ever scared. Cough. If you feel like dabbling with the dark side, press **[L2]** when Jak has collected even the smallest amount of Dark Eco and watch him transform into a mighty behemoth, cracking with dark energy. Take care, though. In this guise Jak may be more powerful than usual, but he's also a little crazy and out of control.

He's likely to topple over ledges or fall off precarious platforms, and he can't drive vehicles or use weapons. Thankfully, the effects are short-lived and Jak will soon return to his normal, stoically heroic self once all the Dark Eco has been used up. If you wish to immediately switch back to normal mode you can press **[L2]** again. You will also immediately return to normal if you use **[R2]** to mount the JetBoard.



Special Moves

Jak can earn special Dark Eco powers after completing specific missions (see the flow charts on pages 44, 84 and 122 for details). Please note that Dark Bomb and Dark Blast require Jak's Dark Eco Meter to be at least half full; the meter will pulse bright purple. These two attacks are so powerful, they will drain Jak's Dark Eco Meter entirely.

Dark Bomb: Press **[X]** then **[B]** when in the air. A huge wave of Dark Eco energy will take out all enemies in the immediate vicinity.

Dark Blast: Press **[B]** then **[X]** or press **[L1]** and **[B]**. This is a spectacular assault that sends Jak whirling round the room like an out-of-control helicopter.



Shadow Invisibility: Press **[A]** when standing in front of a Precursor Idol. Jak will become invisible for a short period of time, during which he will be undetectable by enemies.

Dark Strike: Press **[R1]** and Jak will unleash deadly projectiles of Dark Eco, which will sweep away all enemies in Jak's path, and may also destroy certain barriers and obstacles.



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* Light Jak

We all know that Dexter gets a little frightened by Jak's dark side. In fact, he's been begging him to lighten up for ages – and now, finally, his wishes have come true. During the course of the game Jak is imbued with mysterious Light powers. They appear to be bestowed on him by the Precursors, but who really knows the truth? All that matters is that Jak's Light Abilities make life in the big, bad world a whole lot easier. Jak's Light Eco Meter does not have to be full for him to turn into Light Jak. Only a tiny amount of Light Eco is required for the transformation to occur. Jak will remain as Light Jak until the Light Eco runs out. You can exit Light Jak mode by pressing **L2** again (or just press **R2** to mount the JetBoard).



Abandoned
Light Jak
Concept



Special Moves

To transform into Light Jak hold down **L2** then press one of the following combinations. You will only be able to use these moves once you have been taught them by the Precursor Oracles, after completing particular missions. Please refer to the flow charts on pages 44, 84 and 122 to find out more.

Light Regeneration: Press **L2** and **△**. Restores Jak's Health Spheres until his Light Eco runs out.

Flash Freeze: **L2** and **⊖**. Slows down enemies and obstacles for a short period of time.

Light Shield: Press **L2** and **⊙**. Creates a shield that protects Jak and repels enemies for as long as **⊙** is held down, or until the Light Eco runs out.

Light Flight: Press **L2** and **ⓧ** to summon Jak's wings. Press **ⓧ** and then **ⓧ** again to initiate flight, then continue to press **ⓧ** at timed intervals to fly. Allows Jak to soar to areas that would be otherwise unreachable.

Items

If Jak and Daxter are to triumph against the forces of evil, they'll need to be well equipped at all times.

Crates

Blue, red and silver crates can be found throughout the environments. All crates contain a variety of goodies including Morph-Gun Ammunition, Health Packs, Dark Eco, and even Precursor Orbs. Smash or shoot them to reveal their contents.



Health Packs

Small cubes of Green Eco goodness, Health Packs are sometimes dropped by defeated enemies, and can often be found inside crates and other containers. Health Packs generally restore one or two Health Spheres on Jak's Power Meter.



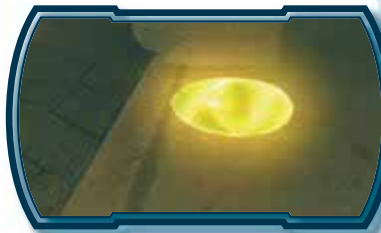
Precursor Orbs

These ornate artifacts are hidden throughout the game. Some may be stashed in Crates, pots or wooden boxes, while others may be obtained after completing bonus missions. The more Precursor Orbs that you have, the more secrets you can unlock. Learn more about this subject in the Secrets chapter.



Skull Gems

When you kill a Metal Head it will often leave behind a shiny golden gem. These gems can also sometimes be found hidden in Crates, pots or wooden boxes. Collect these treasures in order to pay for bonus missions at the stone idols and fluorescent notice-boards scattered throughout Spargus City and The Wasteland, and the Question Mark Kiosks in Haven City. Read more about this topic in the Secrets chapter.



Dark Eco

Jak needs Dark Eco in order to transform into Dark Jak. Dark Eco is usually dropped by defeated enemies, but can sometimes be found in crates and other containers, or streaming from Dark Eco vents.



Light Eco

Jak must absorb Light Eco in order to transform into Light Jak. Light Eco is not as readily available as Dark Eco. You will find special Light Eco vents situated at certain key points in the game. After mission 1.15 Find Oracle in Monk Temple (see page 68), some defeated enemies will drop Light Eco pills. Detailed information on the allocation of dropped items can be found on page 138.



Ammunition

Ammunition is color-coded according to the type of Morph-Gun fire mode it belongs to. You will find all four types of ammunition inside Crates and pots. It will also be dropped by fallen enemies, but only after the appropriate gun has been earned.



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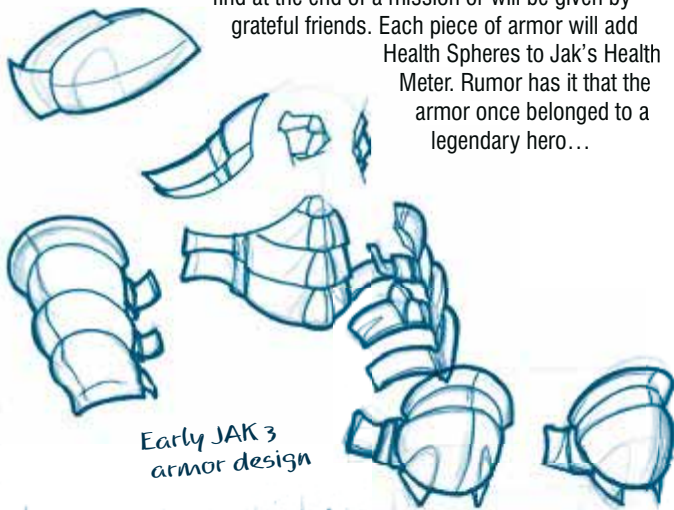
SIGHTS

❖ Equipment

As well as the various items that Jak and Daxter can collect to help them during the game, there are also specific pieces of equipment that are vital to their survival. Some are found at the end of missions, while others are given to them by their allies.

Armor

There are four armor upgrades that Jak will either find at the end of a mission or will be given by grateful friends. Each piece of armor will add Health Spheres to Jak's Health Meter. Rumor has it that the armor once belonged to a legendary hero...



Light and Dark Eco Crystals

These can be earned by Jak during the course of the game. There are four of each, making a total of eight. The crystals will ultimately be combined to form the Eco Power Sphere, an ancient Precursor artifact of mysterious purpose.

Cypher Glyph

Earned by Daxter at the end of the Eco Grid challenge (see page 116), the Cypher Glyph enables the Freedom League to decipher the Gate Key to the KG War Factory and disable its defenses.

Precursor Artifacts

Precursor Artifacts hold the keys to many of the mysteries in Jak and Daxter's current adventure. Sometimes Jak will be sent on specific missions to retrieve them from the Wasteland. On other occasions he will find them at the end of a mission. But what exactly are the Precursor Artifacts? Do they have some deeper meaning, or are they merely dusty old relics? As usual, Samos seems to have all the answers, which he reveals as the adventure nears its conclusion.

Spargus Gate Pass

Jak receives the Gate Pass from Damas after successfully completing his first challenge in the Spargus City Arena (see pages 45-46 to learn more). The pass allows Jak and Daxter free passage from the city to the Wasteland and beyond. But with Marauders ready to pounce the moment they set foot outside the city walls, is a free pass truly a blessing or a curse?

Seal of Mar

Jak received the Seal of Mar during his and Daxter's previous adventure in Jak II. For some reason Ashelin has the Seal in this current adventure, but she later returns it to Jak to remind him of his duties as a hero. This amulet enables Jak to unlock areas that would otherwise be sealed, and proves to be instrumental in revealing a shocking truth to Jak.

War Amulet

The War Amulet is divided into three parts. Jak receives a piece of the Amulet from Damas each time he passes a particular challenge (please turn to pages 45, 57 and 70 to learn more about the Arena missions). The bearer of the Amulet is someone who has been accepted as a true citizen of Spargus.

* *Daxter Time*

Jak occasionally gets to rest his shoulder as Daxter undertakes some missions or tasks on his own. Will we ever hear the end of it? Our furry hero has asked to write this section himself...

Hanging

What a relief it must be for you all to finally get to watch a real superhero at work. I expect some of you lady readers out there have noticed my rippling biceps as they bulge through my lustrous fur. How could you not? These babies aren't just for show, you know. During certain missions I'll be called upon to evade danger so perilous, you'll be torn between fainting and gazing with due adoration. Use the left analog stick to guide me, then sit back and enjoy the view. I can grab onto overhangs by jumping and if you press **X** you'll get to see my trademark 'Daxter wriggle' as I gracefully drop down. To protect my valuables press **L** to make me perform a defensive pull-up maneuver while I am hanging.



Sliding

Another part of my anatomy that is both attractive and versatile is my butt. Not only does it look good shimmying and shaking on the dance floor, it also acts as a makeshift orange bobsled when I'm required to slide along narrow pipes that can't hold Jak's fat body. Use the left analog stick to guide me and press **X** to help me jump over any gaps.



Jumping

I've learned a lot from Jak while sitting on his shoulder. I've learned how to brush away dandruff, I've learned that large lumps of ear wax can actually hurt when they land on your head and, most importantly of all, I have learned how to jump with grace and precision. Simply press **X** to see me leap like a tiny orange gazelle. Press **X** once, and then again when I'm in the air to make me Double Jump just like my old buddy Jak. Only much better, of course.



Hitting

I'm not a violent creature as a rule, but some critters and people deserve to get thumped. Take Metal Heads, for example. I never tire of hitting those funky freaks. To see me open up a can of furry orange whoop-booty, all you have to do is press **C** for a Kick Spin and **T** for a Tail Whip. If you want to get really creative, press **X** then **C** to make me perform an Aerial Spin Kick. Now stand back and watch the fur fly!



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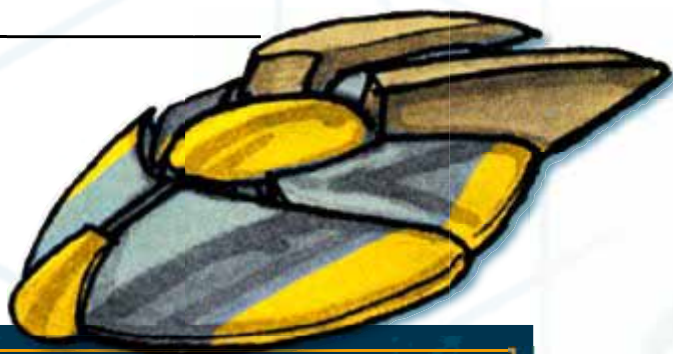
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✱ Transport

As Keira is the mechanical whiz-kid around these parts, we've asked her to cast a professional eye over the many different modes of transport you'll be expected to master during the course of the game. Over to you, Keira!

JetBoard



Let's start with my pride and joy. I've made a few refinements and invented a few upgrades since the last JetBoard that I made for Jak. It's looking sleeker and meaner this time around. You can even launch attacks with your JetBoard: press **○** to stun your enemies with a flash of blue energy. Ingenious, eh? I had a little help from Tess with that. The new Jump Jets mod will enable Jak to boost even higher when in hover mode. Press **Ⓡ** to mount and dismount and use the left stick to steer. You can also use the **Ⓛ**, **Ⓜ**, **Ⓡ** and **ⓧ** buttons to perform tricks:

Jump: Press **ⓧ** to execute a basic jump.

Launch Jump: Hold **Ⓛ** and press **ⓧ**.

Grind: Hold **Ⓢ** and move the left analog stick to grind rails and wires.

Grab: Press **Ⓜ** and move the left analog stick.

Flip: Press **ⓧ** then **Ⓡ** and **↑** or **↓** on the left analog stick.

Spin (and Speed Boost): Press **ⓧ** then **Ⓡ** and **→** or **←** on the left analog stick.

Rapid Reverse: Press **Ⓢ** to perform a quick 180-degree turn.



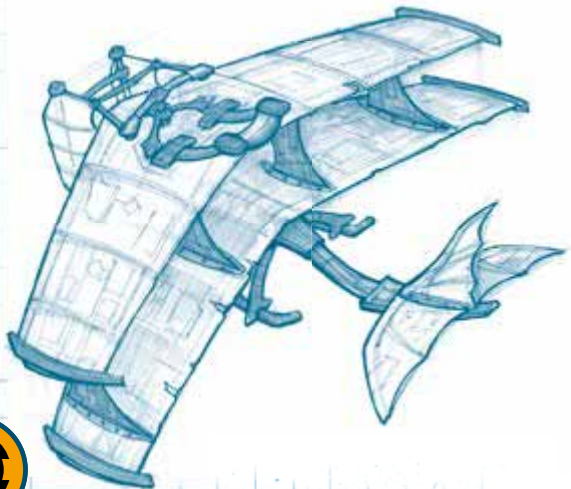
Leaper Lizard

Well, I don't usually deal with flesh and blood modes of transport, but these Leaper Lizards that Jak uses to get around Spargus are actually surprisingly efficient. They're usually friendly and docile, but they don't take too kindly to landing in the middle of a cactus patch. Who would? Press **Ⓢ** to mount and dismount, **ⓧ** to jump, **ⓧ** and **ⓧ** to double-jump, **Ⓢ** to execute a Charge Attack and **ⓧ** then **Ⓢ** to perform a Leaper Stomp attack.



Monk Glider

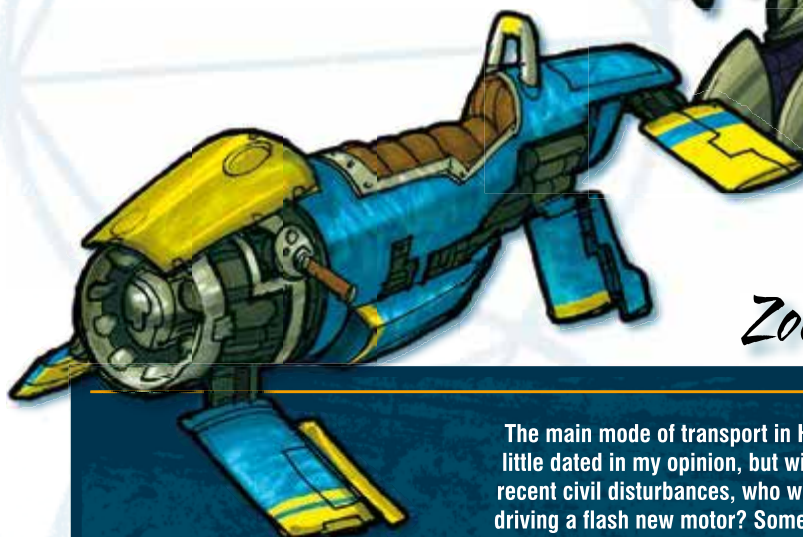
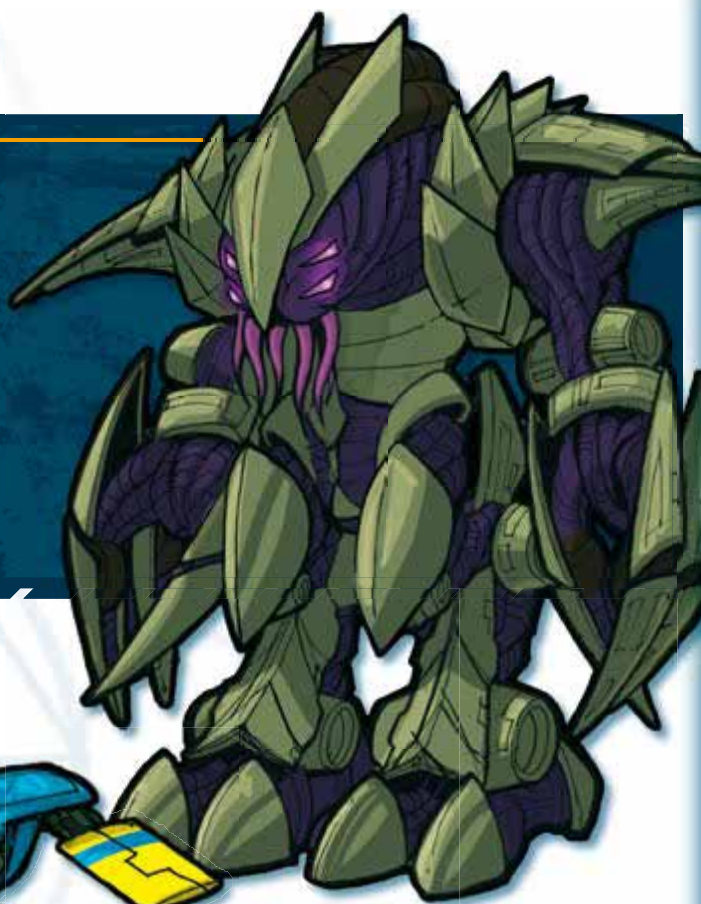
Again, this is not my usual area of expertise and, if I may say so, a little primitive. Those Precursor Monks certainly like to keep things simple. Use this fragile craft to glide through the air, propelled by a series of air thermals. Passing through speed rings will keep you moving forward. Miss more than a couple of rings and you'll plummet earthwards. This is where a jet engine usually comes in handy! Note that your controls are inverted on this particular flying machine.



Dark Maker Bot

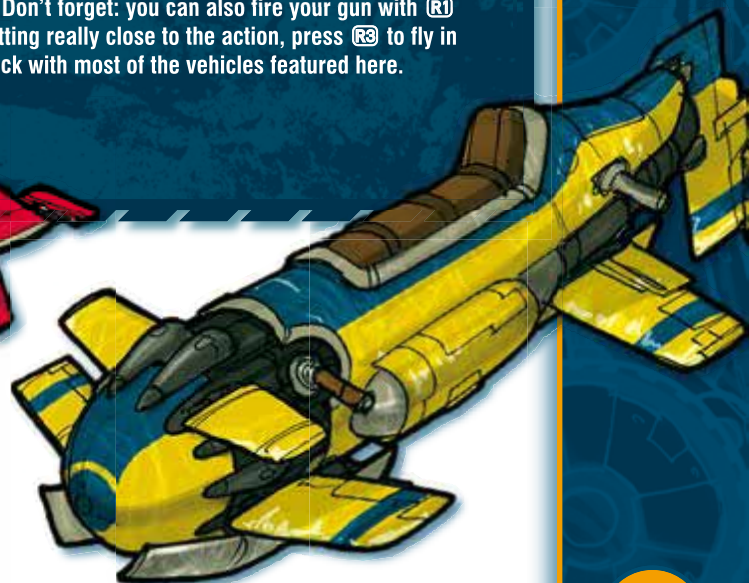


That's more like it! Boy would I love to get my hands on this little beauty! The Dark Maker Bot can literally give you the upper hand with its tough metallic armor and incredible strength. To deliver a hefty punch, press **Ⓒ**. To pick up or put down an object, press **Ⓓ**. You can throw any object that you might be holding by pressing **Ⓒ**. Press **ⓧ** to Jump; the longer you hold **ⓧ**, the further and higher you can jump. My favorite feature is the protective shield that can be engaged by pressing **Ⓞ**. Can I have one? Please? Pretty please?



Zoomer

The main mode of transport in Haven City. They're starting to look a little dated in my opinion, but with all the bullets flying around during the recent civil disturbances, who wants to make themselves conspicuous by driving a flash new motor? Sometimes you'll find one just lying around, but you might have to commandeer one from a passing citizen. Just press **Ⓐ** to take control of the Zoomer. Press **ⓧ** to accelerate, **Ⓒ** to brake and reverse, and **Ⓓ** to switch between the high and low hover zones. Don't forget: you can also fire your gun with **Ⓓ** while riding a Zoomer. And if you feel like getting really close to the action, press **Ⓖ** to fly in first-person mode! You can try the same trick with most of the vehicles featured here.



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Flyer



The Flyer is sturdier and less sporty than the Zoomer. A twin-seater, the Flyer is perfect for courting couples, or elderly citizens who like to do their shopping in something a little more stable than the zippy Zoomer. My dad loves 'em!



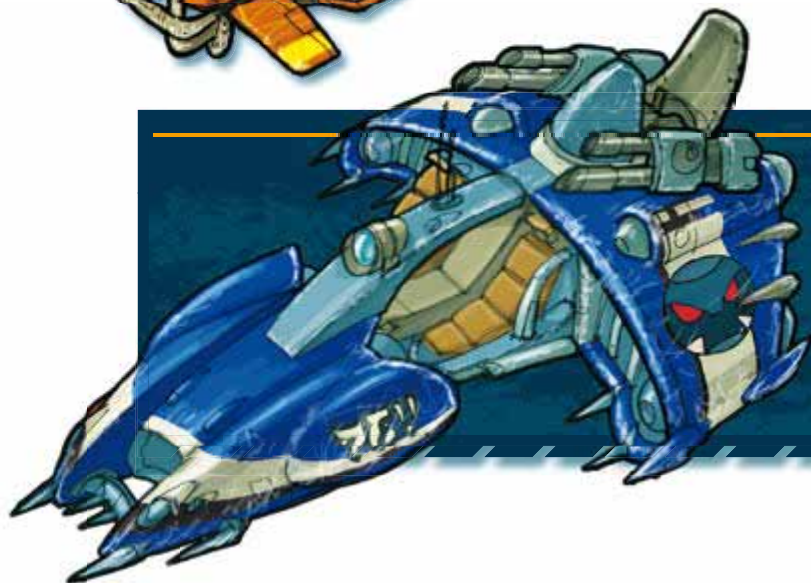
Cruiser



A Cruiser can seat up to three people. It may handle like a lead balloon, but what it lacks in maneuverability it makes up for in durability. It would take a head on collision with a tank or a Metal Head Beast to stop one of these beauties. Just don't expect them to win any races!



Hellcat Cruiser



Once the sole preserve of the Krimzon Guard, the Hellcat Cruiser has been adopted by the Freedom League. To avoid confusion, and prevent embarrassing (and possibly deadly) mistakes, Krimzon Guard Cruisers have red livery, whereas Freedom League Cruisers are painted blue. Both types are equipped with built-in cannons.



Transporter



This ugly big blue piece of junk can be found parked in the Port and in the desert in front of Kleiver's garage after a certain point in your adventure. To enter, just press . Although it looks like a scary military vehicle, it's actually just a means of ferrying you between the Wasteland and Haven City.

Off-Road Vehicles



Listen up! My buggies are finely tuned desert warriors. They can withstand sandstorms, Metal Head dung and Marauder bullets. You've got to know how to handle them to get the best out of them, though.

Use the left analog stick to steer, press **X** to accelerate, press **□** to brake, hold **□** to reverse and press **L** to jump. Jumping is especially useful if you happen to get stuck in a sticky situation, such as on the edge of a cliff or jammed into a narrow gap. To execute a Skid Turn, press **○** and move the left analog stick in the direction in which you want to turn. You can also press **R2** to unleash a Turbo Boost -- but only if you have a Turbo available. These are either equipped as standard, or are dropped by destroyed Marauder vehicles. Most exciting of all, if you press **R3** you can actually drive in first-person mode. Try it, it's wild! You can fire the vehicle's weapon (if available) with the **R1** button. Those are just the basics. You'll learn the rest by getting out there and just doing it, Wastelander style.

Tough Puppy

46

Speed

Perfect for beginners, the Tough Puppy is nippy, light and easy to control. The composite alloy roll cage provides maximum protection should she take a tumble, but is far too flimsy to withstand much punishment from enemy bullets. You don't want to be messing with any Marauders when you're driving this buggy. If you see any on the horizon, be sure to dodge them.

Weapon: none



Sand Shark

60

Speed

This is faster than the Tough Puppy and more heavily armored. It also has dual front-mounted machine guns that are just perfect for ripping into Marauder vehicles or Metal Head hides. Press **R1** to fire the little beauty.

Weapon: Front Chain Guns



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Gila Stomper

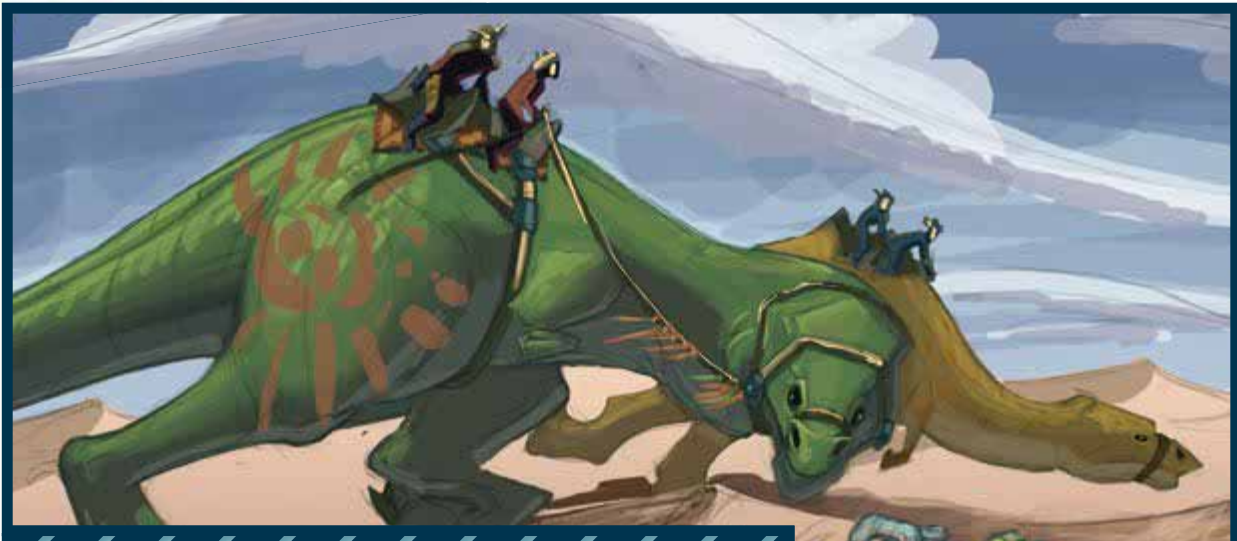


Speed



Big, ugly and a devil to handle: just like me! The heavy armor coupled with a rear-mounted Stinger Tri-Barrel Gatling Gun should make this your war chariot of choice for some of the more dangerous missions you'll be sent on.

Weapon: Auto Turret Gun



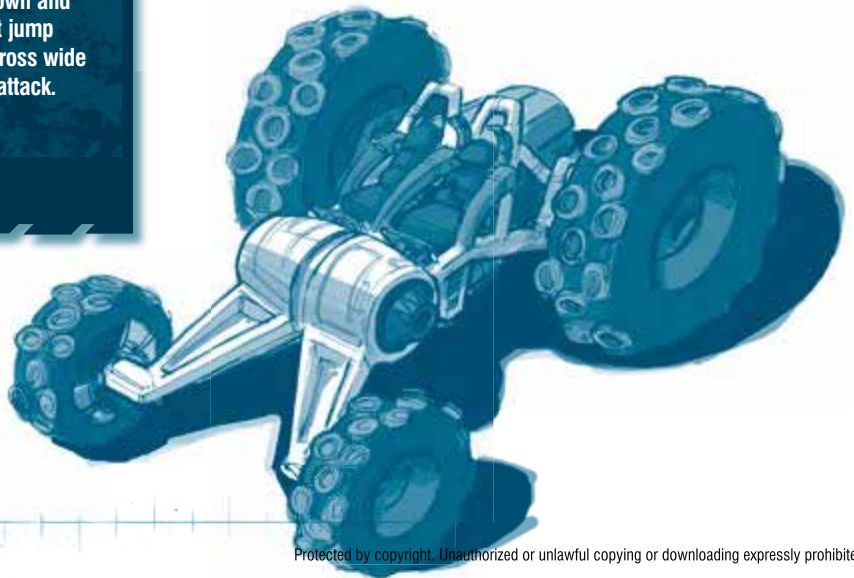
Dune Hopper

Speed

Extra: Super Jump Booster

My personal favorite – so whatever you do, don't smash it up! It's not particularly fast, but by holding down and then releasing **[L]** you can use its custom-built jump jets to execute a Super High Jump and leap across wide gaps. Press **[R]** to launch a powerful grenade attack.

Weapon: Dual Grenade Launchers



Slam Dozer



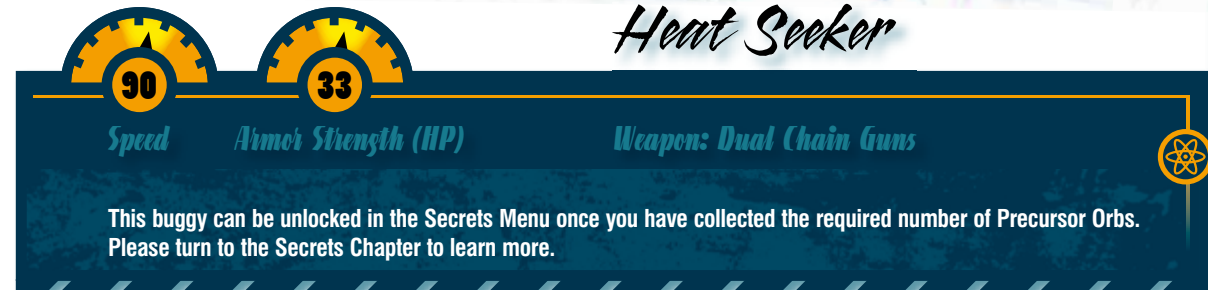
38
72
Speed

Extra: Ram Turbo Boost

This spiky monster has the toughest armor-plating of all my buggies, as well as an auto-targeting front-mounted cannon, a battering ram and infinite turbos.

Weapon: Mini Turret Guns

Heat Seeker

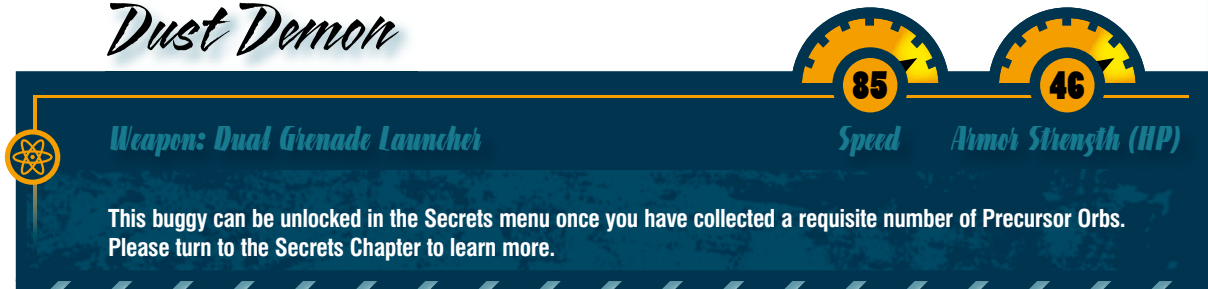


90
33
Speed Armor Strength (HP)

Weapon: Dual Chain Guns

This buggy can be unlocked in the Secrets Menu once you have collected the required number of Precursor Orbs. Please turn to the Secrets Chapter to learn more.

Dust Demon



Weapon: Dual Grenade Launcher

85
46
Speed Armor Strength (HP)

This buggy can be unlocked in the Secrets menu once you have collected a requisite number of Precursor Orbs. Please turn to the Secrets Chapter to learn more.

Desert Screamer



100
40
Speed Armor Strength (HP)

Weapon: Dual Machine Guns

This buggy can be unlocked in the Secrets menu once you have collected the required number of Precursor Orbs. Turn to the Secrets Chapter to learn more.

* Sights

Welcome to the latest brochure for sunny Haven City and its sister resort, Spargus City. If it's action-packed holidays that you crave, we've got just the package for you! Sit back, close your eyes and imagine you're already relaxing amidst the glorious splendor of Spargus City. Now open them again so that you can read the brochure! Here are just a few of the wonderful sights you can expect to find...

Haven City

If it has been a while since you last visited Haven City, you'll notice a few changes since you've been away. Things have become a lot more exciting around these parts! We don't like to focus on what some negative types refer to as the 'conflict' in Haven City. Just make sure you don't wear anything red or blue, and don't forget to duck! Incidentally, while dodging a particularly hair-raising explosion, why not do so in the direction of a nearby gift shop?

1: Rubble

Everywhere you turn in Haven City you'll find some of the finest street sculptures known to man, Metal Head or robot! The product of hours of shelling and crossfire, these unique edifices are a testament to the thrill of living life on the edge!



2: Question Mark Kiosks

It's not all change here in Haven City: the mysterious Question Mark kiosks can still be admired. Rumor has it that when the Question Mark booths are active, they will give instructions for secret missions. Why not enliven your stay in Haven City by undertaking one of these? It's fun for all the family!



3: Air Vents

The young people of Haven City love to JetBoard. Although you won't see many of them on the streets these days — they're probably at home studying, the diligent little scamps! — they once used these large air vents to boost their JetBoards into the air to quickly gain access to upper walkways.



4: Dark Eco/Light Eco Vents

Beautiful, colored fountains of Light and Dark Eco. Rumor has it that the lucky tourist who decides to take a dip in one of these unusual springs will be forever reborn! Some even say that they've never been the same since! You'll certainly be changed beyond recognition, and that's a fact!

A word of warning: bathe at your own risk, and make sure all your vaccinations are up-to-date before taking the plunge. The Haven City Tourist Board takes no responsibility for any mutations that may occur. Enjoy!



The Wasteland

Wild, rugged and untamed: The Wasteland is all of these things, and much more besides! Who can deny the beauty of an elegant sandstorm as it whips around your face, grazes your eyes and eventually reduces your skeleton to mere slivers of bone? The rich ladies of Haven City would pay a fortune for such efficient exfoliation! Amateur botanists will be delighted by the desert flora and fauna, and especially so if they like cacti! And what about those friendly Marauders? Give them a wave and see what happens next!

1: Oracle Totems

These unusual metal idols are quite a puzzle. Marked by tiny green icons on your map, they require four or Skull Gems to operate. Occasionally booming voices can be heard emanating from the idols. They seem to be involved with some sort of 'challenge', and can also be found in Spargus. Whatever can it all mean?



2: Warp Gates

These shimmering circles are found in such far-flung areas of The Wasteland as the Volcano and the Monk Temple. When they are activated, you will be able to approach them and press **A** to be transported to another location.



Spargus

Everyone likes to get away from the beaten track once in a while, and Spargus is just perfect for the tourist who eschews city life in favor of something a little more traditional. Marvel as the inhabitants of this quaint village attempt to patch up their rustic hovels, and gasp as they fight each other to the death in their ancient Arena!

1: Pots, Crates, Wooden Boxes and Sacks

Although we hate to encourage destruction of private property, it should be noted that the many pots, crates, sacks and vases to be found on the streets of Spargus contain precious Skull Gems and other treasures, so smash as many as possible in order to increase your haul!

Overview of Missions

The game consists of three Acts. You will find an overview of the missions at the start of each Act. This is presented in the form of a flow-chart, and will clearly show how the adventure branches out, enabling you to decide which route through the game you wish to take. The missions are listed numerically (❶) and you can use the chapter tab system to quickly find the mission that you are looking for. ❷ denotes which character will be assigning the mission. ❸ indicates which, if any, item you will receive (orange colored if to be received at the mission start or middle; yellow if to be received at the end of the mission). ❹ refers to the page number on which the mission starts.

❶	❹
1.8	56
Kleiver	Sand Shark, Dark Eco Crystal 2
❷	❸



Name of Mission

The name is exactly the same as the one that is used in the game, to make it easier for you to instantly find all the information that you want. You can find all the missions listed under Missions in the Options Ring.



Screenshots from the Game

Screenshots are provided to clearly illustrate certain key points in the gameplay. If you're confused about what to do next, they should show you the way forward. They also look great! Especially any featuring Dexter. (He made us say that.)



Pecker's Pathway Advice

During the adventure there will be occasions where you must choose between accepting one of several different missions. Pecker feels that he has expert knowledge on these matters, and therefore offers you his frank and forthright opinion as to what you should do next. It's up to you whether or not you take it!



Introduction

At the start of each mission one of the characters in the game will brief you as to the nature of the mission. Sometimes they'll describe what has to be done in the mission, other times they'll just indulge in some harmless ranting and raving about how dangerous the mission is. Dexter usually writes those bits.



Greetings, young people. My name is Samos, and I'm a very wise man, or so people tell me. And how did I get so wise? Well, by reading books, of course, such as this excellent tome that you are currently holding in your hands. The adventure that stretches out before you will be wondrous, wild and extraordinary, and this guide will help you make sense of it all. I believe that it also contains so-called 'humorous' comments from the Ottsel, but you can always skip those parts and get to the good stuff. What's that? Why do I have a log on my head? None of your business!



Walkthrough

Everything you need to know about the mission. What to do, how to do it, and why. The result of endless hours of testing by experts, you can rely on the Walkthrough to provide all the answers you seek, as well as lots of handy hints to make your life easier.



Boss Box

You'll encounter four difficult bosses in the game, so we have provided a separate entry for each boss, featuring a detailed step-by-step strategy guaranteed to help you overcome even the toughest opponent.



Map

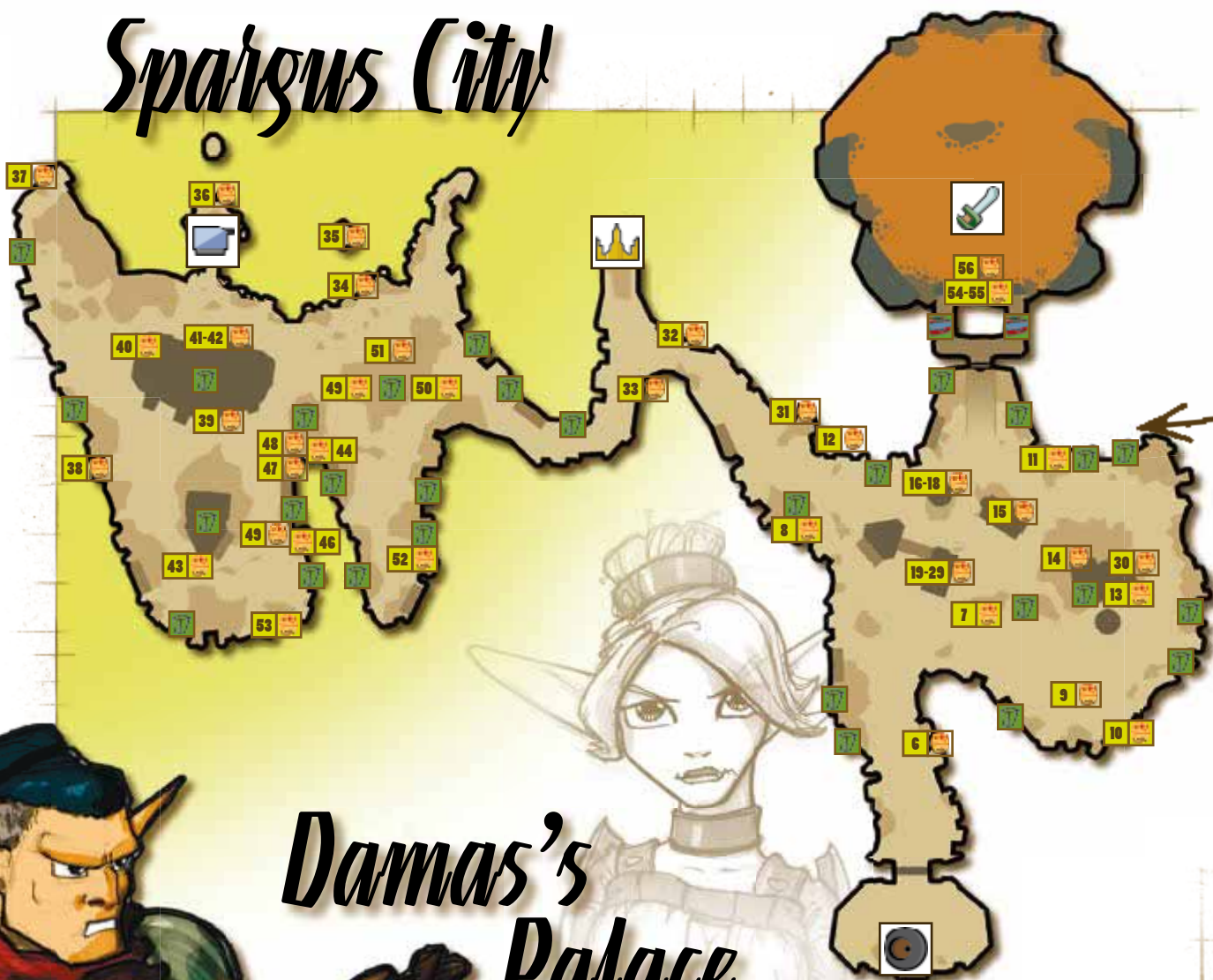
The map details the location of the current mission, and displays all relevant information about the mission in icon form for easy reference. At a glance, you will be able to check where to find items such as ammo and health crates. You will also be able to see the start and end point of the mission, the location of the mission goal, and the location of any characters that provide mission briefings. You will even be able to see where all your enemies are lurking, preventing any embarrassing and painful ambush situations! Invaluable.



refers to the corresponding paragraph in the walkthrough that details useful facts pertinent to the indicated location.

By the way, when you see a Crate icon on the map, it doesn't necessarily mean that there is only one crate to be found there. It simply indicates that you will find something there. The same applies to enemy icons. Furthermore, enemies are only entered on the maps for Jump and Run missions. They are not listed if they are always moving around and do not stay in a fixed location, or if they constantly respawn.

Spargus City



Damas's Palace



The Wasteland

ACT 1

1.1	Complete Arena Training Course	45
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Kleiver	-	

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-	-	

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Requires both to move on

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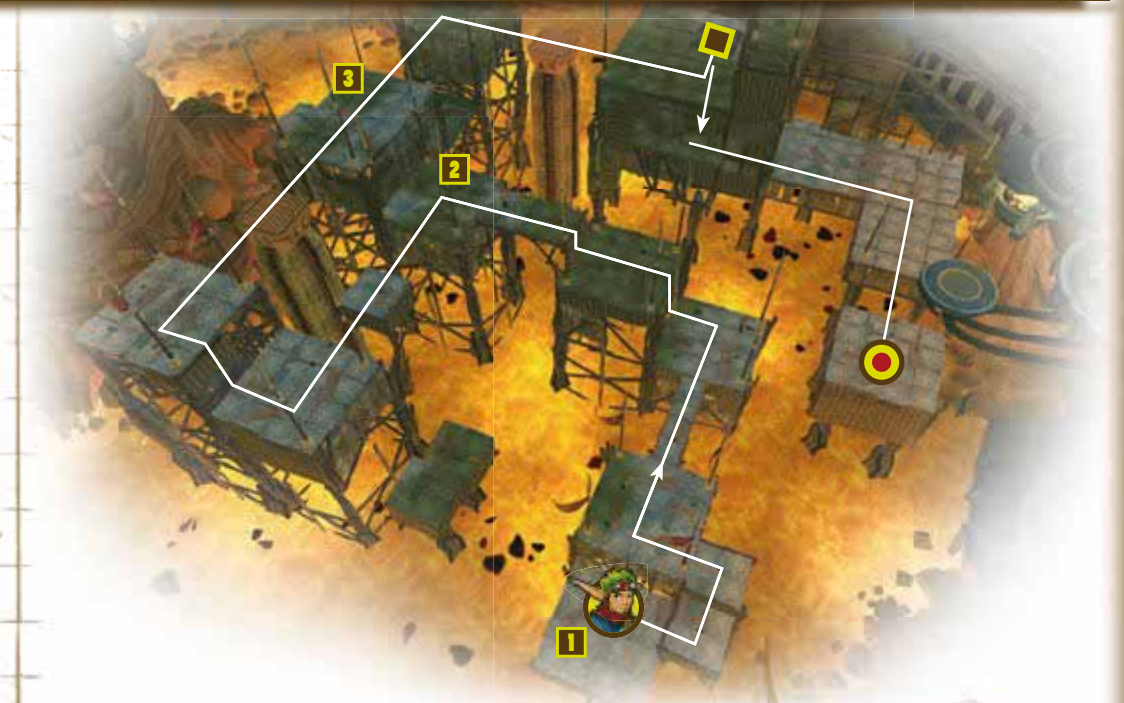
1.24	Defeat Veger's Precursor Robot	82
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ACT 1.1

Complete Arena Training Course

You thought the desert was hot? That's nothing compared to the scorching pools of lava just waiting to burn your puny butts to a crisp. Sure, we had some good times in the desert - what with the starvation, buzzard bites and near death experiences - but times change, and my new master here wants a show, so get leaping... and good luck!



1

Your first challenge begins on a precarious podium in the middle of a lethal pit of lava. Step into the beam of light to receive your instructions from Pecker via the talk box. You must collect the 35 glowing blue tokens that are scattered around the rickety-looking wooden structure. This also serves as a training course to help you familiarize yourself with the controls. Pecker will squawk instructions at you as you go, and the relevant controller icons will also appear on screen for added clarity.

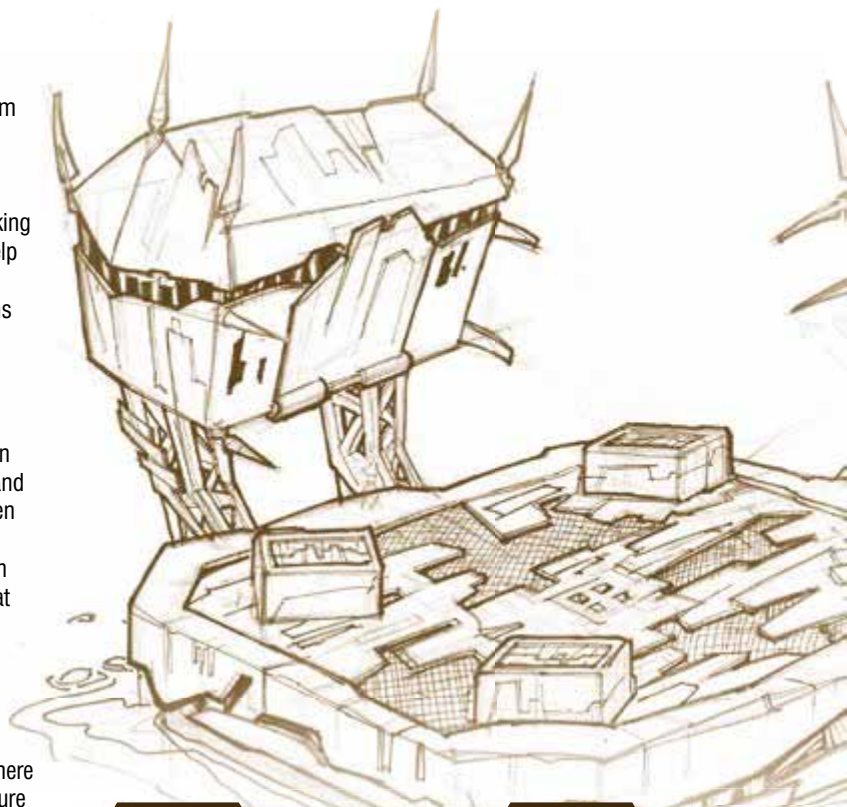
Jump up the first two steps to your left and onto the platform to collect the first six tokens. Press **L** to Roll forward along the narrow walkway, then press **○** to Spin Attack the wooden dummy (Fig. 1). Climb the ladder to reach the next platform and collect three more tokens. Press **⊗** once and then again when you're in the air to Double Jump to reach the next platform. Collect four more tokens, then press **Ⓐ** to Punch the wooden dummy. You should still have 17 additional tokens to collect at this point.

2

Go left and Double Jump across to the wooden platform. This is the first really dangerous jump where there's a possibility of falling into the lava, so be sure to look before you leap. Take another Double Jump across to the next platform. Press **⊗** to haul yourself up over the edge. Collect two more tokens. Hold down **L** and **⊗** to perform a High Jump to reach the next platform on your right. Collect three more tokens, then turn right and wait for the moving platform to draw level with your position before springing across with another Double Jump (Fig. 2). Take another big hop from the moving platform to the next large platform and collect two more tokens.

3

You're required to pull off a tricky Long Jump by first rolling to the edge using the left analog stick and **L**, and then pressing **⊗** to jump. Don't worry if you don't get this difficult maneuver right first time, as there's a safety platform underneath that will break your fall. If you fail, simply climb the steps and try again. Once you've made it across, collect two more tokens and turn right. Double Jump onto the platform that is moving up and down. Spring off and onto the next platform. Collect three more tokens. Stand on the hatch (Fig. 3), then press **⊗** to jump and **Ⓐ** to smash through to the platform below. Collect three more tokens before making a Long Jump to claim the last one. Step forward onto the metal platform and ride it up to the top of the Arena. Jump across to the beam of light to end the level.





Earn 1st War Amulet

ACT 1.2

(Holding Pecker's beak shut.) You surprise me, young warriors. But anyone can run and jump when his life is at stake. Let's see how you do against some of the nastiest fighters in the desert. Marauders!



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ACT 1.16

ACT 1.17

ACT 1.18

ACT 1.19

ACT 1.20

ACT 1.21

ACT 1.22

ACT 1.23

ACT 1.24

ACT 1.25



1

You start off on a platform surrounded by lava, but that's the least of your troubles. Before you can catch your breath, Wasteland Marauders will leap from the surrounding wooden huts, slashing at you with their swords and trying their hardest to knock you towards a fiery demise. It's your job to remain alive long enough to kill 20 of these pumped-up hooligans. The best tactic is to keep moving around while blasting away at them with the Scatter Gun (Red Gun 1) by pressing **(R)**. If you stand still they'll surround you and hack away until you're dead. If you run out of ammunition, switch to either a Punch or Spin Attack. Occasionally, Crates containing ammo clips will emerge from one of the four boxes on the platform. If you want to grab these, do so quickly, because the guards will destroy them. During the battle you'll notice that the beaten warriors leave behind strange purple balls. This is Dark Eco. When Jak collects these balls, his Dark Eco meter will fill up, enabling him to transform into Dark Jak. To show you the power of Dark Eco, Jak will turn into Dark Jak towards the end of the very first mission. This occurs automatically in this instance. You can read more about Dark Jak on page 27. You'll also notice that the Dark Eco energy coursing through Jak makes him stronger and dramatically alters his appearance.

When the alarm sounds, quickly spring on top of one of the boxes (Fig. 1). The platform will descend into the lava, treating the current crop of Marauders to a red-hot bubble bath (Fig. 2). Don't spend too long rejoicing, however, as when the lava subsides a second wave of Marauders will descend upon you. Deal with them in the same manner as before. Repeat the process until you've finally defeated all 20, then Double Jump onto the smaller platform that emerges, taking care not to fall into the lava. Hop onto the central platform to receive your reward of the War Amulet, Gate Pass and Blaster Gun Mod.

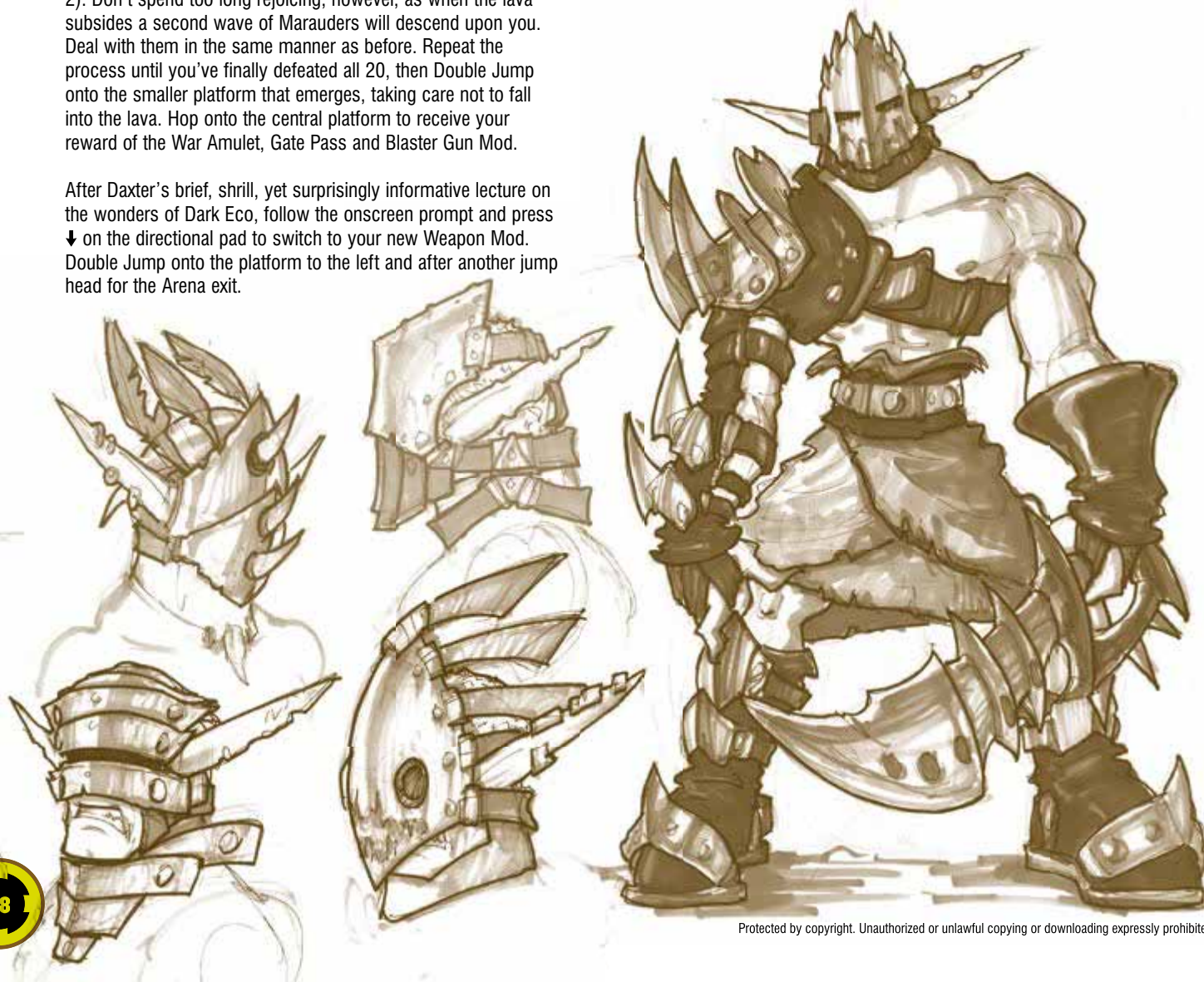
After Dexter's brief, shrill, yet surprisingly informative lecture on the wonders of Dark Eco, follow the onscreen prompt and press **↓** on the directional pad to switch to your new Weapon Mod. Double Jump onto the platform to the left and after another jump head for the Arena exit.



01



02

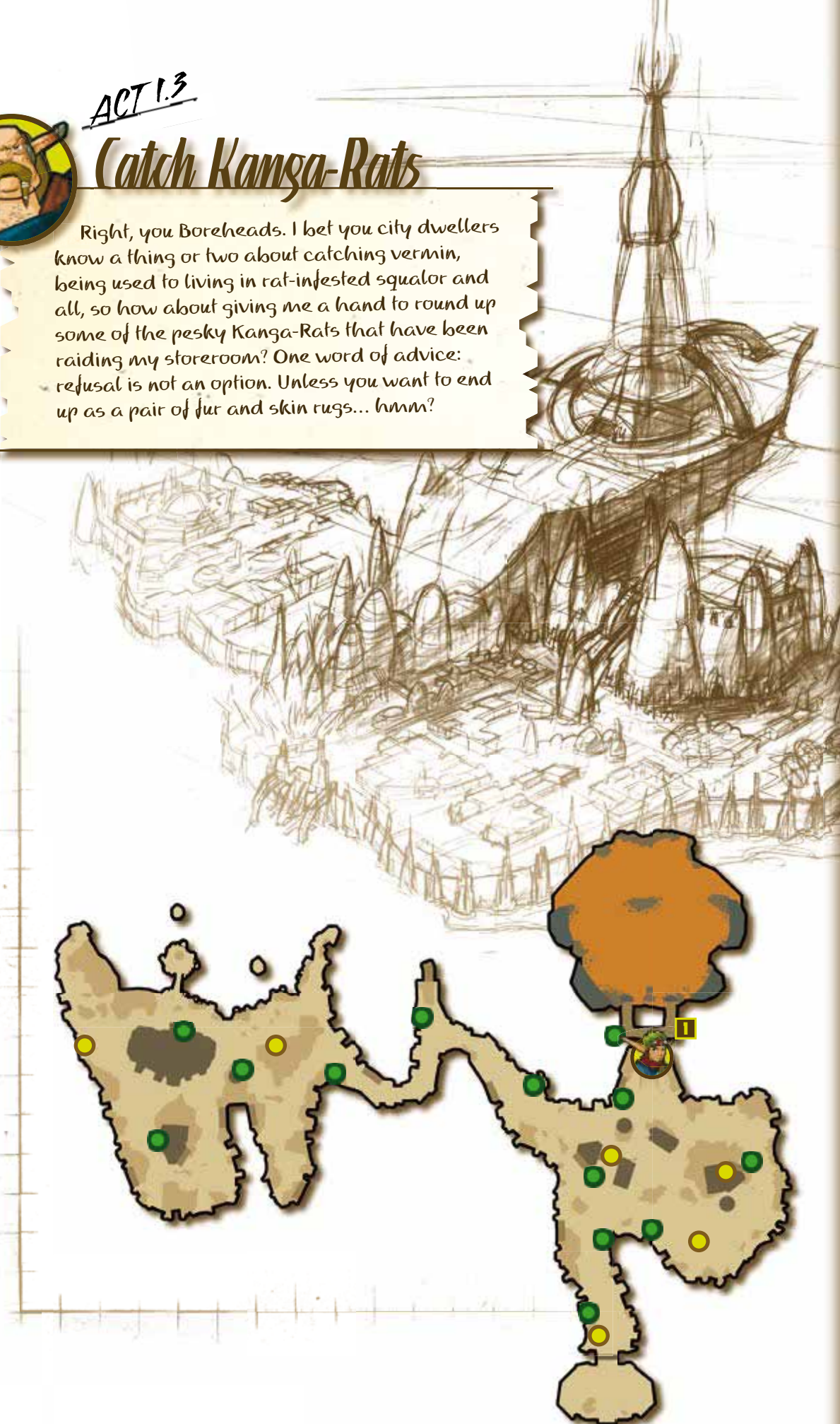




ACT 1.3

Catch Kanga-Rats

Right, you Boreheads. I bet you city dwellers know a thing or two about catching vermin, being used to living in rat-infested squalor and all, so how about giving me a hand to round up some of the pesky Kanga-Rats that have been raiding my storeroom? One word of advice: refusal is not an option. Unless you want to end up as a pair of fur and skin rugs... hmmm?

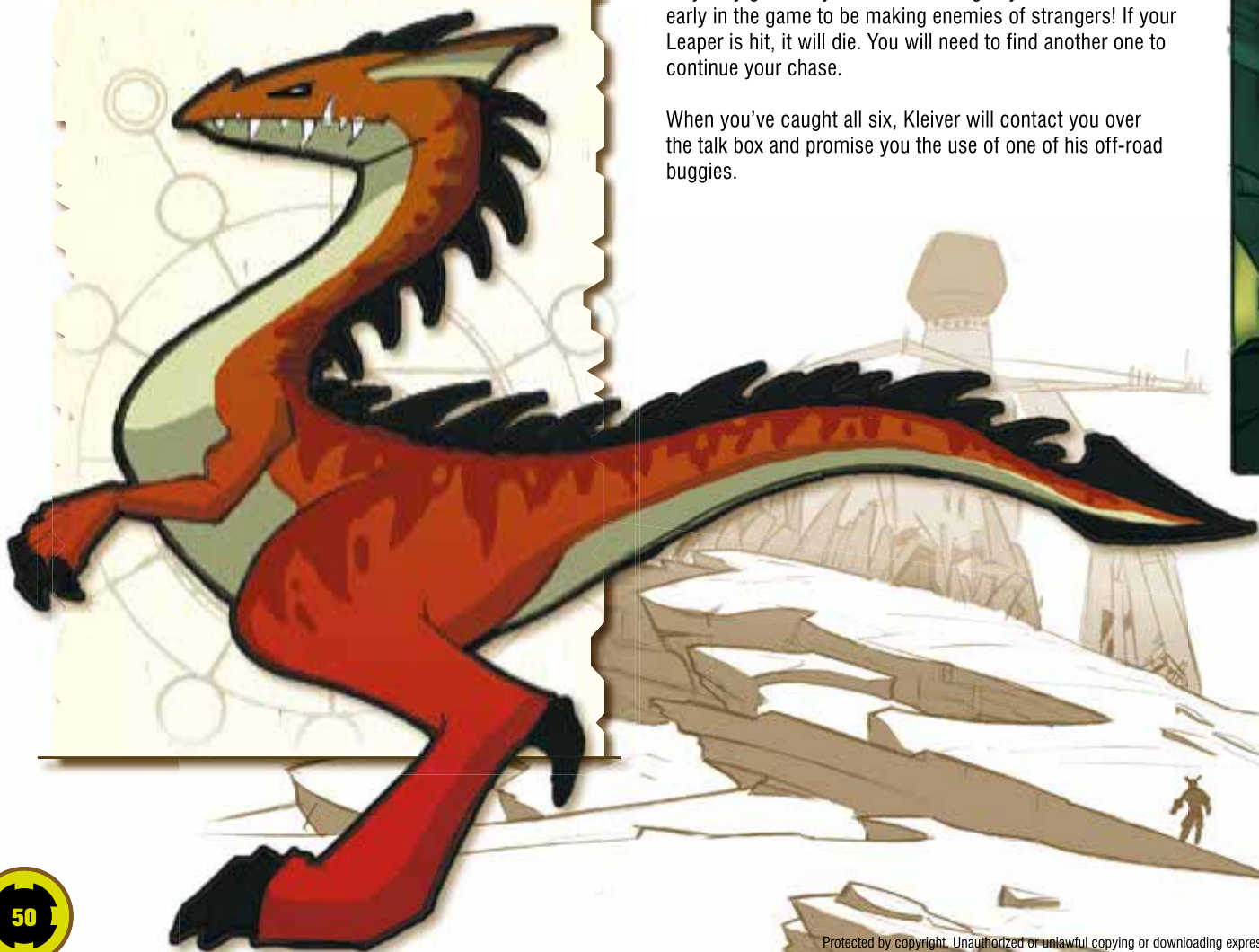


1

As you approach the stairs you should see a Leaper Lizard to your right. Press **A** to mount your scaly steed (Fig. 1). The Kanga-Rats will appear on the map as small red dots. Now all you have to do is catch six of these speedy rodents.



Sounds easy, right? Wrong, dinwit! Come closer so I can slap you. These pesky little desert rats are more slippery than Jak's revolting hair gel. You'll have to be quick if you want to chase them down, and you'll also have to get your timing just right. It's best to strike when you're level with the creature's tail (Fig. 2). The Leaper Lizard will then gobble the vermin down in one greedy bite. Ew! You know, I think I'll skip lunch today.



The Kanga hunt through the dusty streets is relatively straightforward, but try not to bump into too many locals as they may get annoyed and start firing at you. It's a little too early in the game to be making enemies of strangers! If your Leaper is hit, it will die. You will need to find another one to continue your chase.

When you've caught all six, Kleiver will contact you over the talk box and promise you the use of one of his off-road buggies.

Unlock Satellite ACT 1.4



Ooh, shiny. Shiny and... explosive?

Do something, Jak!



Colorful shapes, drifting in and out of view. Do they symbolize the futility of man's existence? Or do they merely look pretty? But I digress. Imagine that this is a celestial version of a decadent dance-mat game and press the buttons accordingly. But be aware: should you fail, the consequences will be far graver than simply looking foolish, outcast...

1

Look for the Seem icon on the map. You'll find the young mystic standing next to a large purple machine. Once the game begins, press the corresponding controller buttons as icons appear but – and this is important – only when they are inside one of the four target reticles (Fig. 1). When you press a button, the reticle will flash red. Pressing either the wrong button, or the right button outside of the target reticle, or waiting until the icon hits the fleshy soft center of the machine will all count as a miss. You will only be allowed five 'misses' before it's Mission Failed. You must match up 75 correct icons to successfully complete the mission. It's all very straightforward – just keep an eye on all four reticles and you should have no problem.





Beat Kleiner in Desert Race

ACT 1.5

We're a little bit starved for entertainment here in the desert. Sure, skinning and eating your enemies can be fun, but even that gets boring after a while, and their relatives tend to get a bit tetchy. So for extra giggles and grins we like to race around the desert and blow the dust from our cracks. How about a little wager, city vermin? If you win, you get to borrow one of my prize buggies. If you lose? Well, let's just say that I'll be getting my Dexter-shaped cooking pot out tonight.



Ulp. I know I'm considered adorable, good enough to eat even, or at least lick, but where we come from, that's usually just a figure of speech and not meant to be taken quite so literally. You'd better make sure that you win this race Jak!

1

From the site of the defused satellite head in the direction of the fist icon to find out what Kleiver has next in store for you. After chatting with Kleiver, stand next to the buggy that is bathed in a golden beam of light and press **A** to get in. Before you get to race you'll be put through your paces on a short training course, giving you a little time to become accustomed to your new vehicle.

Press **X** to start moving and drive through the outer door. Head for the first beam of light, which will appear on the map as a flashing green circle. Follow the onscreen instructions as you drive through each checkpoint to learn how to control the buggy. Most of the commands are very clear, and easy to execute, but if you find that you are having trouble 'jumping in place', make sure that your vehicle has come to a dead stop first (Fig. 1). When you drive to the last checkpoint the race will begin and a timer will appear at the top of the screen.

2

The race will be run against four other buggies, and consists of three laps. You must finish in first place (ahead of Kleiver!) to complete the mission. Nothing else will suffice. As soon as the race starts your rivals will try to block you in and prevent you from passing, so keep to the right to avoid them. As you hurtle around the track you will notice red balls that you can drive over and collect (Fig. 2). At certain points on the course you will have to press **L1** in order to jump up and collect them. These are after the bridges, at the end of the tunnel, and after the patches of mud. They will then register on your Turbo Boost meter in the lower left corner of the screen. You can only carry up to three of them at once. When you reach a straight part of the track, or if you're neck and neck with a rival, press **R2** to unleash a temporary burst of speed and, hypothetically, gain an instant advantage. Be warned, though: using a Turbo Boost at an inopportune moment can lead to a disastrous, buggy-bashing crash. It might be advisable to get a feel for the course on your first lap before utilizing these power-ups.

The green bar in the lower left corner of the screen indicates your buggy's condition. If your vehicle is cruelly mistreated during a race the bar will turn red, a warning that your buggy is in danger of exploding.

3

Take extra care when driving over the three bridges: it's easier for your opponents to knock you over the edge due to the lack of traction, and it can become rather crowded should the buggies all pass through the narrow area at once.

Another accident dangerous spot on an otherwise straightforward track is the stretch just after the third bridge. After driving over the hill, if you veer too far to the left you may well end up falling over the edge of the cliff. It's much safer to hug the right side of the track (Fig. 3). However, if you're feeling a little daring you can actually use a Turbo Boost as you drive over the hill. This way you can cut the corner and gain an advantage over your less adventurous rivals. Be careful not to drive off the track, as you will fail the mission if you do so. When you reach the patches of mud you can skirt around them, use a Turbo Boost or jump over them to avoid being slowed down.

For all Kleiver's bragging, you should have no trouble winning this race.



01



02



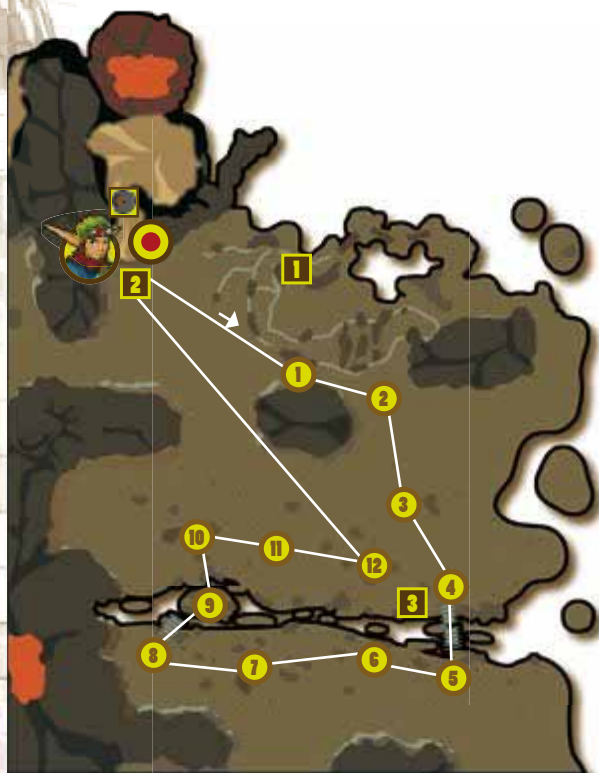
03



Race for Artifacts

ACT 1.6

I like a man who can take risks and live to tell the tale. But that doesn't mean I like you specifically Jak, you understand. Now that you've proved your prowess behind the wheel I've got a little job for you that involves only a moderate to high risk of painful death. Find the buried Artifacts in the desert before the sandstorms come. Be sure not to hang about, or the winds will rip your flesh off...



1

To start this act you must first drive to meet Damas in your newly acquired buggy. Head for the tire icon on the map! On your way, Marauders in vehicles will try to block your progress and shoot at you. You'll find Damas in the garage where Kleiver parks his buggy collection.

2

Drive out into the desert. You'll immediately notice a timer counting down at the top of the screen. You must reach the first Artifact, which is surrounded by a beam of light, before your allotted time expires (Fig. 1). You will have only a limited amount of time to reach each artifact, so once you've obtained one, immediately start looking for the next as the new countdown starts. They are marked as green blinking dots on the map.

Marauders in vehicles will try and disrupt your treasure hunt by attacking you (Fig. 2). They will appear as red dots on the map. Simply dodge them and concentrate on finding the next Artifact. If you allow yourself to be distracted by their antics, you'll run out of time.



01



02



03

3

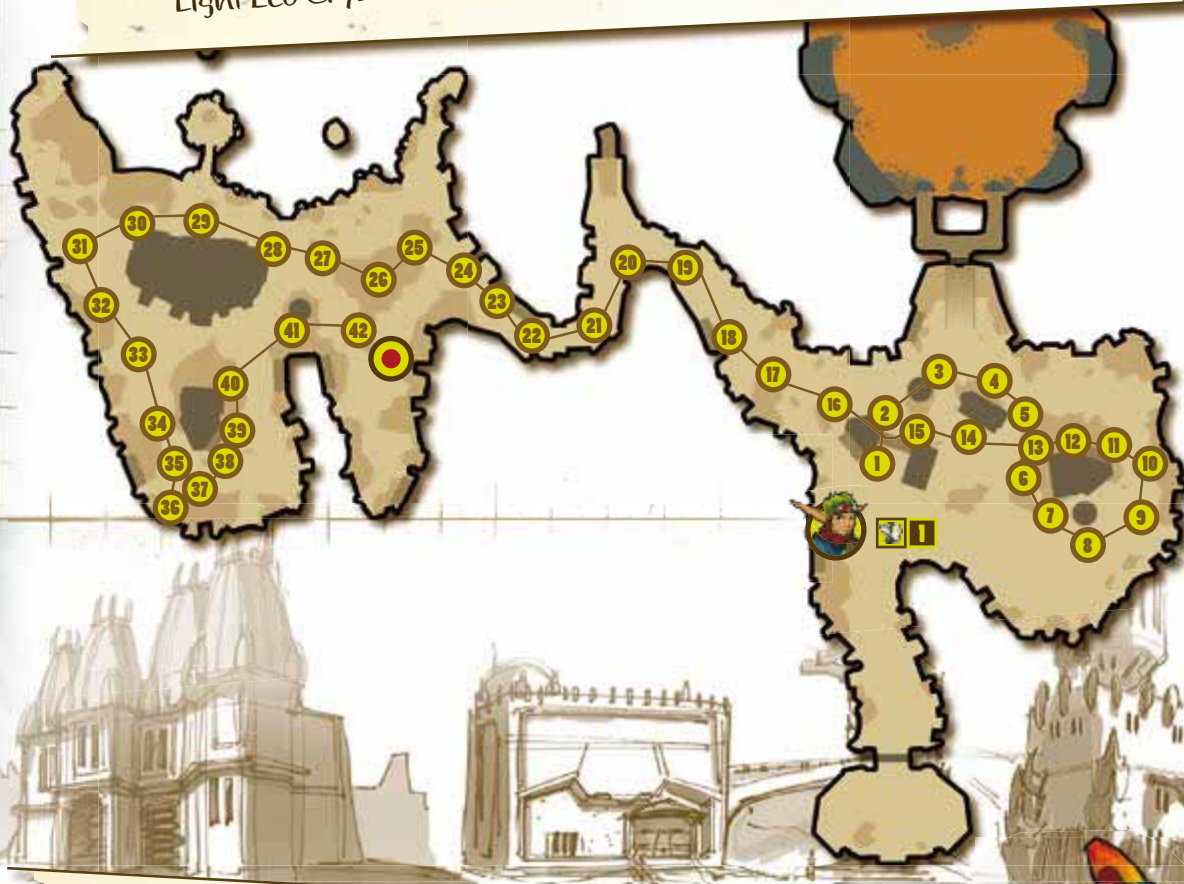
After collecting the fourth Artifact you must hop over the broken bridge to reach the next one. When you approach the edge, hold **L** to leap across (Fig. 3). After collecting the eighth Artifact use the bridge to avoid falling into the water.

When Dexter yells that you've got the last Artifact, don't be surprised to see another beam of light in the distance. Could your furry friend have made a mistake? Sadly, no. It seems that Dexter is right as usual, as much as we'd like to make fun of him. The beam of light will actually lead you back to Kleiver's buggy garage where Damas will reward you with the first piece of Armor. If you don't make it back within the time limit you will be enveloped by the storm and the mission will fail.



Beat Monks in Leaper's Race *ACT 1.7*

To sin is easy. But to exercise, now that's really hard. Especially when you're tired. You can lead a Leaper to water, but can you make him drink? And if you do, will he be sick afterwards? Such are the great questions that we wise ones must ponder. I don't usually like to gamble, but if you win this race against my brother monks, I'll reward you with a Light Eco Crystal.



I'm not too keen on bouncing up and down on these Leapers; they make me chafe in all the wrong places. You concentrate on trying to steer the stupid beast through the blue rings, and I'll keep an eye out for those crazy monks to make sure they don't get too close. That's the secret for keeping on course and winning the race.



1

Time to head back to Spargus and look for Seem's icon. The object of this street challenge is to beat the monks to the finish line after jumping through a series of blue rings on a Leaper (Fig. 1). You won't have much trouble beating the monks, but where you might come unstuck is making it through all the rings. Miss even one and it's Mission Failed. You need to be looking out for the location of the next ring while clearing them, but practice makes perfect, so don't worry if you mess up on the first few runs. Once you're familiar with the sudden changes in direction required to reach some of the more difficult rings, you'll be able to complete the challenge wearing a blindfold. There's no easy way to win this race. It takes equal measures of practice and patience, but keep at it and you'll soon be teaching the monks a lesson in humility.



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Destroy! Metal Head Beasts

I hate Metal Heads. I really, really do. In fact, I hate them almost as much as I hate you, you horrible orange scrap of mange-ridden fur. I'm not too keen on your lanky friend, either – he's got a bit of an attitude. Still, beggars can't be choosers. I need someone expendable to intercept a herd of Metal Heads as they make their way across the desert.

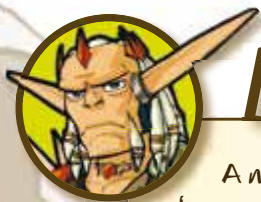


1 Head for the fist icon on the map to 'meet' up with Kleiver... pun intended. The old rascal has been uncharacteristically kind to you and provided a much better buggy for this hunting mission. The Sand Shark not only looks meaner, it also comes with a handy gun attachment, ideal for culling Metal Heads Beasts – which is quite an improvement! Press **(R)** to let the bullets rip.

As soon as you drive out into the desert you'll see that the Metal Heads appear on the map as green circles. The huge beasts lumber along fairly slowly, so it's easy to fire at them from a distance, but if you get too close they'll toss you into the air, causing considerable damage to your buggy (Fig. 1). They can even kill you with one hit, but you'll have to be practically under their tails for that to happen. The Beasts have a nasty habit of launching bombs at you from a contraption on their backs. Who said dinosaurs had small brains?! You'll have to kill four Metal Heads in total, and each can survive a considerable number of hits before they eventually expire. A purple flash indicates that you have scored a hit. Having killed your first Metal Head you will notice that the remaining ones are more aggressive. Fortunately, the Sand Shark has a never-ending supply of ammunition. After you have hit the last Metal Head a few times it will fall over, only to stand up again. You must hit it several more times to finally finish it off. It will then drop a Dark Eco Crystal and you'll witness a strange video message. One other interesting point to note is that if you die after killing a Metal Head you will not have to restart your task from the very beginning; you will only have to kill those that remain. Finished? Good. It's time to head back to the City for a meeting with Damas.



Fast and effective breaking and swerving is the best tactic when hunting Metal Heads in a desert buggy. Race towards your quarry at top speed, keeping the fire button firmly pressed down, then Brake and Skid Turn – using the left analog stick to point in the appropriate direction and holding **r** to slide – at the very last moment to avoid being hurled into the air. I can offer much-needed assistance, Jak, by digging my claws firmly into your neck – in a purely advisory capacity, of course – whenever you need to stamp your foot on the brake. You'll also find that if you stay close to the beasts' tails the bombs can't reach you and you're free to fire at will.



Earn 2nd War Amulet

ACT 1.9

A man cannot be said to be a man until he has truly stared down his own fears and poked them in the eye. Your prowess has impressed me greatly, but now it's time for you to reach the next level of bravery in the pure combat Arena.



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1

After speaking to Damas on his grand throne you'll be rewarded with the Red Gun Wave Concussor Mod. Press up twice on your directional button to equip it. Leave Damas's palace and head back out into the City. Look for the sword icon on the map, which indicates the location of the Arena.

Once inside the Arena, leap onto the square platform in the center and ride it down to the bottom. When you're ready to rock and roll, head for the beam of light in the center. The Crates that you will find there contain a bunch of Dark Eco pellets. When Jak smashes the Crates, the battle will begin and you will be prompted to press **Q** to summon Dark power. When you transform into Dark Jak, you will be instructed to execute a Dark Bomb by pressing **X** and **C**.

You have 30 Marauders to destroy. Now would be a perfect time to try out your new Gun Mod by holding down **R1**. The action takes place across four platforms surrounded by lava. Each platform contains four boxes. Don't make the mistake of leaping onto the boxes once the alarm sounds, as this time around the entire platform, including boxes, will be temporarily submerged in the rising molten liquid (Fig. 1). As soon as you hear the alarm, take a Double Jump across to the adjacent platform. You will then have a few seconds to mow down several Marauders (including those foolish enough to have followed you from the previous platform) with the Wave Concussor (Fig. 2) before the alarm sounds again and you have to hop across to the next "safe" area. Repeat the whole process until you've taken out all 30 Marauders. After your valiant efforts, Double Jump onto the platform that you rode down on and ride it back up. Double Jump across to the beam of light and bask in the warmth of Pecker and Damas's praise.





Corral Wild Leapers

You have a reputation for rashness, young warrior. Sometimes patience is the most effective weapon, and turning the other cheek is the most powerful method of combat. Why is that orange animal showing me his posterior? Most distracting. Anyway, I would like you to help Kleiver round up some Wild Leapers and herd them into a transporter.

ACT 1.10

1

Leave the Arena, then follow the fist icon to reach Kleiver's garage. Approach Kleiver to trigger a cut scene. Press to enter the Sand Shark, which is marked by a beam of light. Drive out into the desert and head for the gray icon on the map that looks like a small castle. Shoot any Wastelanders that bother you, pesky gnats that they are. Once you arrive at the Leaper pen the chase will commence.

2

Drive as close to one of the Wild Leapers as possible without actually killing it (Fig. 1). The Wild Leapers will appear on the map as red circles. When you get near enough, Dexter will spring from the buggy and jump onto the Leaper's back. Control will then instantly switch to Dexter.





Okay, let me take over here – I've got something to say. It concerns my butt and, more pertinently, the importance of keeping it free from cactus needles. To preserve my perfect tail, you must gently guide the Leaper back to the pen using the left analog stick. The Leaper will try and buck me, and you may be tempted to pull hard on the left analog stick, but you'll find that firm, gentle taps are most effective (Fig. 2). Otherwise the Leaper will veer too hard in the opposite direction and smash into the wall. Then you'll have to start all over again. Above all, avoid the cactus patches. You can either skirt around the edge, or jump over them by pressing **X**. Don't forget: needles are sharp, but my claws are sharper...



3

A beam of light guides you to the corral. Once Dexter has expertly herded the Leaper into the pen, Jak will arrive in the buggy and the next chase will begin.

You only have to catch three Leapers in total. Check the Leaper counter on the right side of the screen to view your current tally. Having captured all three, you will be rewarded with a cool new vehicle. Press **A** to use the Dune Hopper.



Pecker's Pathway Advice

Right, pay attention, you idiots! Yes, I'm talking to you. Don't look over your shoulders! As you should know, I'm to be the official translator for Onin, the soothsayer. What you may not know is that I possess considerable psychic powers myself. At this point in the adventure you have the opportunity to choose one of two paths (see Flow-Chart on page 44). Using my unique powers, I can tell you that you should take the path that starts with Act 1-11: Rescue Wastelanders rather than Act 1-12: Climb Monk Temple Tower. Taking this route will ensure that you have the use of the Blue Gun for Act 1-14: Find Satellite in Volcano. Believe me, you'll be grateful for the added firepower. Of course it's entirely up to you whether or not you take my advice, but honestly, are you really stupid enough to ignore such expert wisdom?



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Rescue Wastelanders

ACT 1.11

There's a storm, coming, Jak and I'm not just talking about the gale emanating from Dexter's ever-flapping tongue. Some of our Wastelanders are stranded in the desert, at the mercy of the elements.. We need you to go out there and bring them back home before any harm befalls them.



1 Follow the crown icon to reach Damas's palace. After receiving your orders head in the direction of the icon that looks like a tire on the map. This will take you to Kleiver's garage. Press **A** to use the vehicle that is bathed in golden light. Drive through the door and out into the desert. The counter at the top of the screen will show 1:39. The first Wastelander that you must rescue will appear as a flashing green circle over on the right side of the map. As you drive there you'll notice that the sandstorm is already starting to impair your vision, making it more difficult to steer than usual. Marauders will come at you from all angles, trying to ram you with their vehicles as well as shooting at you (Fig. 1). They will appear on the map as small red circles. Simply disentangle yourself from their spiked wheels and stay focused on the task ahead. When a Marauder's buggy explodes it will leave behind a Turbo Boost. If you collect one of these items it will appear in the gauge in the bottom left corner of the screen. Press **R2** to unleash the Turbo Boost. Your vehicle will then shoot forward and you'll see flames burst forth from the twin exhaust pipes. The meter at the bottom of the screen will

indicate how much damage you have incurred. If it hits the red zone, you need to drive very carefully from that point onwards to prevent your buggy from exploding.

2 Despite the sandstorm, you should easily be able to spot the Wastelander in the distance, as he will be surrounded by a golden beam of light. As you approach, he will call out to you for help. Press **B** to brake, and pull up close to him (Fig. 2). He will run over to you and get into the vehicle. You don't actually have to drive through the beam of light to rescue him. Be careful not to accidentally shoot the Wastelander or it will be instant Mission Failed, and quite rightly too! You must now drive towards the drop-off point, which will also be indicated on the map as a flashing green circle. You have until the countdown reaches zero to reach the beam of light, which is next to a transport vehicle, and offload your precious cargo. More time will then be added to the countdown.



3

Repeat this operation to rescue the next two Wastelanders. The sandstorm will become more aggressive, as will the Marauders trying to stop you. The second Wastelander is as easy to rescue as the first, but in order to offload the third one within the time limit you must execute two jumps over two broken bridges. Press **[L]** to make the jump when you reach the edge of the bridge (Fig. 3).

Once you have rescued the third Wastelander you will notice that over four minutes have been added to the countdown. That's your clue that the final part of the mission might not be as straightforward as the first part.

4

Drive towards the fourth green circle. As you approach the beam of light a cut scene will kick in showing Jak leaping from the buggy and approaching the Wastelander, only to find that he is lying dead in the sand, clutching Dark Eco Crystal 3. A strange creature will then swoop down, and the first boss battle in the game will begin.

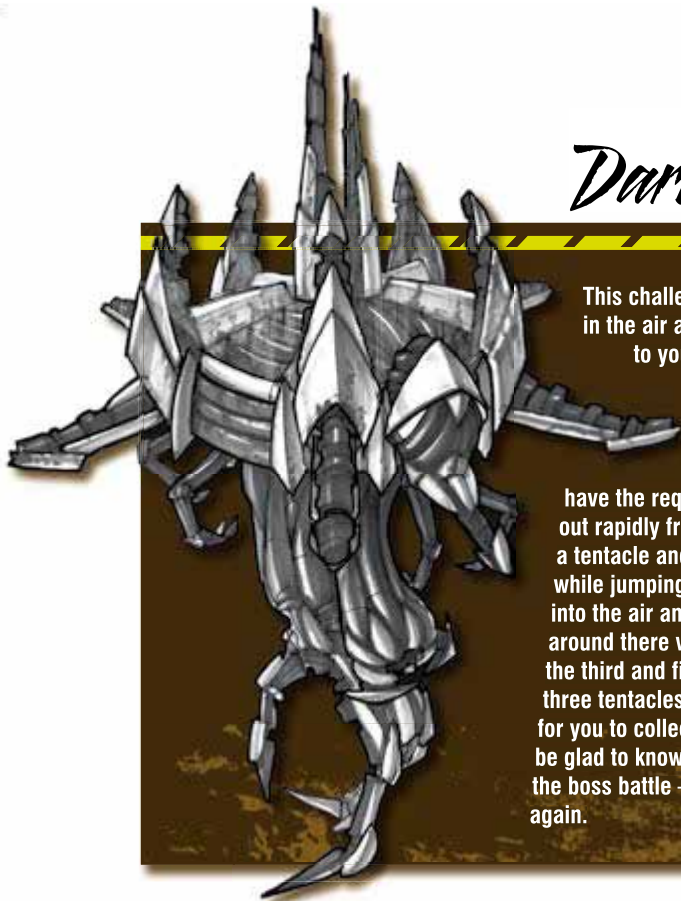


03



04

Dark Maker Satellite



This challenging mini-boss will throw down the gauntlet by spinning in the air and shooting lasers at the ground. Keep as close as possible to your alien attacker, without touching it, to avoid getting hit (Fig. 4). Don't bother shooting at it during this sequence of its attack as it will not have any effect. When the boss stops spinning and lands on the ground you can start shooting at it with the Yellow Gun; the Red Gun doesn't

have the required range. Be sure to skip over the ring of fire that fans out rapidly from the center when the boss first lands. Next it will unleash a tentacle and start whipping it around along the ground. Keep firing while jumping over the tentacle (Fig. 5). The boss will then fly back up into the air and start the whole pattern of attack all over again. This time around there will be two rings of fire and two tentacles to leap over. For the third and final round of the battle there will be three rings of fire and three tentacles. If you run out of ammo the boss will helpfully drop some for you to collect. Should you happen to get killed during the battle, you'll be glad to know that you will only have to restart from the beginning of the boss battle – you won't have to rescue the three Wastelanders all over again.



5

Once the mini-boss is defeated it will explode. Leap back into the buggy – it's helpfully surrounded by a beam of golden light – and drive hell for leather towards the flashing green circle on the map. The countdown at the top of the screen will indicate how much time you have left to reach your destination. The sandstorm will be raging at this point, and the Marauders will be out for your blood as usual, so put your foot down and try to stay alive! Drive into Kleiver's garage and head for the beam of light to end the mission.



05

Climb Monk Temple Tower

ACT 1.12



Okay buddy, now Kleiver has given us this shiny bouncing machine, let's put it to good use by hopping over to that strange island in the middle of the ocean. Be careful, though. If you take it too slow we'll end up in the sea, and you know how much I hate getting my fur wet.



1

Before you can climb the Monk Temple Tower you have to reach it! Considering that it's perched high atop an island in the middle of the sea, this proves to be quite a problem. Luckily you now have the use of Kleiver's Dune Hopper buggy which can execute a Super High Jump if you hold down **[L]** and release. Head towards the Monk Temple icon on the map (it looks like a red arrow). When you reach the shoreline it seems like you can't go any further (Fig. 1). This is where you get to put the trusty Dune Hopper buggy to good use.

2

Drive to the edge of the outcrop and Super High Jump across to reach the first small island (Fig. 2). Keep the buggy's nose pointing upwards by slightly tilting the left analog stick backwards. Now do the same across the next few islands. As you land, press **[B]** to brake quickly and prevent the momentum of the jump carrying the buggy over the edge. When you reach an island that is on a higher level than the one you're currently on, be sure to make your jump a few feet earlier than usual in order to clear it (Fig. 3). Your final jump will land you on a dirt track at the base of the Monk Temple Tower island.

3

At the top of the winding path that leads up the mountain you must make one final jump across a ravine. You can then approach the Temple. Once inside, the cut-scene will show you where to go next. Once the action starts again you will notice a large eye ornament floating in the middle of an arch. This is the way that you need to go, but as you approach the passageway the 'eye' will focus on you, causing spikes to spring up from the floor and prevent you passing (Fig. 4). Clearly you need to find some way of sneaking past this unusual sentry without being detected. Some form of invisibility power-up would come in very handy right about now. Too bad you don't have one!

4

With the way ahead blocked, turn to your right. You will see a makeshift series of steps in the shape of some large stone vases. Climb up on the vases and jump onto the awning that doubles as a trampoline (Fig. 5). Use it to bounce up to the right and haul yourself up onto the small platform. Jump up by pressing **[X]** and grab hold of the bar, then swing and press **[X]** again to reach the second bar directly above it. Hop across to the platform on your right, and then leap across the series of platforms, again on the right.



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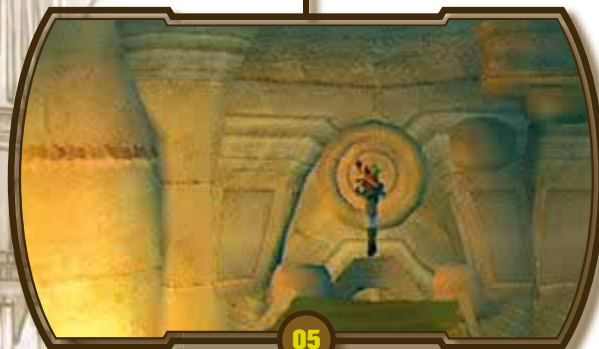
02



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5

When you reach the last platform on the right, jump up and grab the pole, then Double Jump off the pole to reach the next pole, then hop off onto the platform on the left. Leap across the series of platforms to the left. Beware of the ones with lots of cracks, as they will crumble away beneath you. Enter the passageway on the right (Fig. 6).

6

Climb the steps, then Double Jump across more platforms over to the right. Don't worry too much though, you won't have to start from the bottom of the Tower if you fall! The last platform that you land on will crumble beneath you so quickly hop off to the right. Hop up onto the next platform, then spring up onto the pole on the left. Swing and leap on more poles, then spring across to the left. Jump across yet more platforms (watch out, another crumbling one awaits you) then up onto the next pole. From here it's just a few more leaps (with two more crumbling platforms and two more poles) to reach the top of the Tower.

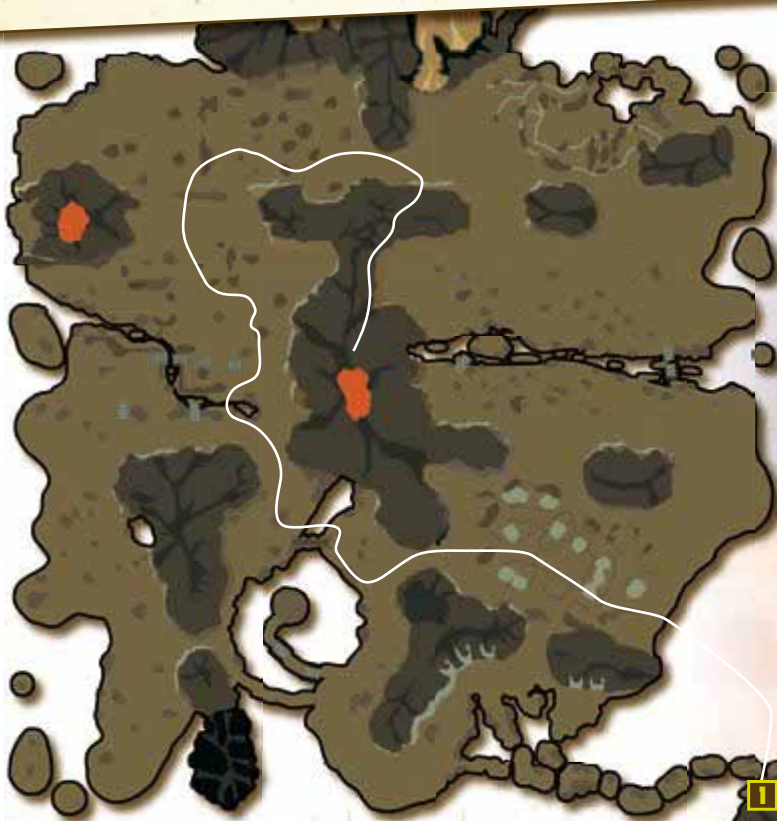


ACT 1.13

Glide to Volcano



Sometimes I really hate you, Jak. I'm sorry to be so blunt. Well, actually, I'm not ... You've dragged me up to the top of this moldering pile, and now you want me to strap myself into some rickety old Monk Glider and fly into the heart of a volcano? Right! Did I happen to mention that I hate you? You know how I feel about heights; they make my bowels churn and you wouldn't want that! Trust me! It's at times like this that I wish I still had some pants to wear. Look out below!



1

To reach the volcano it's simply a matter of pointing your Monk Glider in the right direction and drifting through the Speed Rings. It is enough if you just touch them – and, indeed, if you aim to hit every target at its center you'll be making your task far more difficult than it need be. Be careful, some of them are moving! Use the left analog stick to gently guide the craft. Note that the controls are inverted – up is down and down is up. Confused? Don't worry, you'll soon get the hang of it. Some of the rings are closed, so you'll need to have your Blaster (Yellow Gun) ready to shoot them open (Fig. 1). Occasionally you'll drift over air thermals that will push you up even higher. The meter at the bottom indicates your current speed. If it falls into the red zone it means that you will shortly be falling out of the sky unless you can quickly find another Speed Ring. You don't have to glide through every Speed Ring, but try not to miss more than two in a row or you'll be struggling. The last part of the glide is the most

difficult, with several closed rings that have to be shot open very quickly. Fortunately, you will also pass a checkpoint that means you do not have to start the mission all over again if you fail. Get past this section and you'll be able to float serenely into the hole in the side of the volcano.

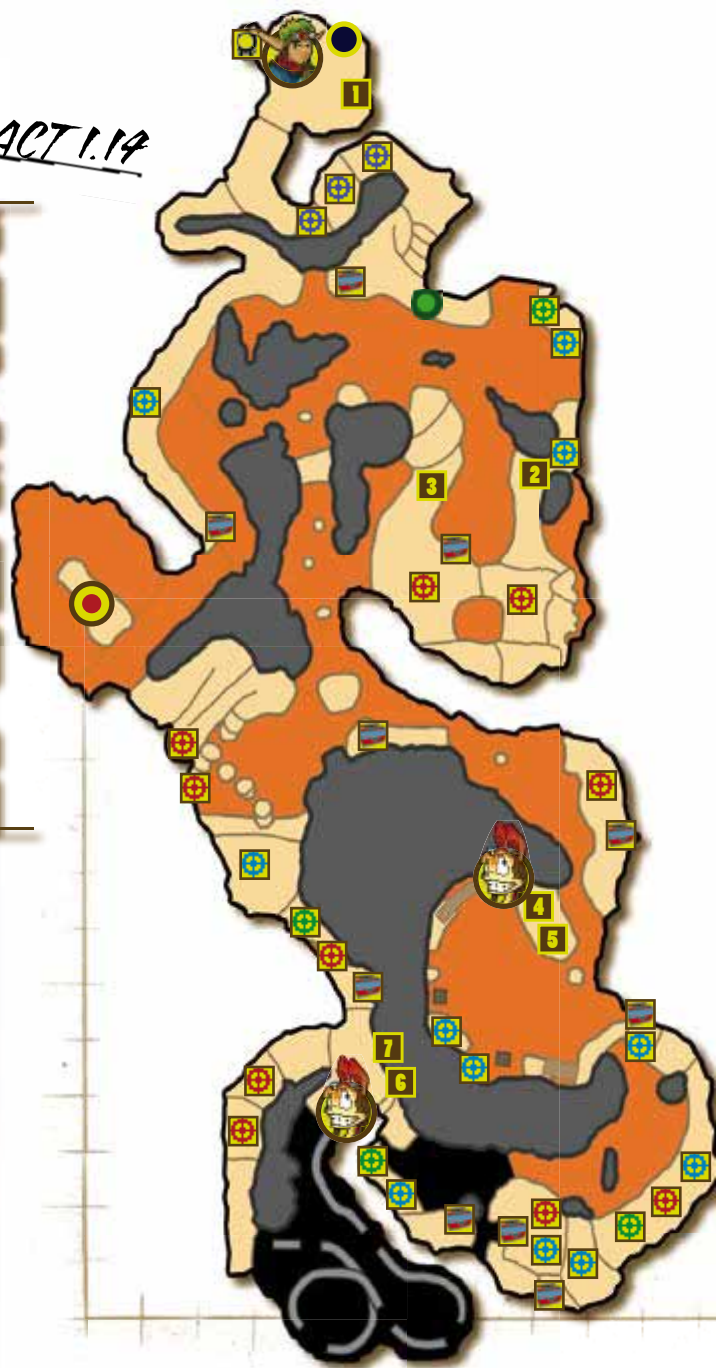


Find Satellite in Volcano



ACT 1.14

Well that was a miracle! The last time I experienced such powerful warm air drafts was during a Metal Head attack in Haven City – I was hidin... ahem, directing an attack from inside a heating duct. The good news is that we won't have to use the Monk Glider ever again. Probably. The bad news is that we're stuck inside the burning core of a volcano with no visible means of escape. Great!



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1 After landing in the volcano, drop down and head along the path to the left. You'll be greeted by a horde of Metal Head Stingers. Take them all out with the Wave Concussor (Red Gun 2) or Beam Reflexor (Yellow Gun 2), and then carry on up the path until you see a Leaper waiting at the top. He will run off to the left, so follow him. As you run across the path, you'll notice that the ground looks slightly different in certain locations. This is because the flooring is unstable and will fall away if you stand on it for too long. To avoid taking an early lava bath, run and jump quickly across this section (Fig. 1).

2 As you approach the quiet clearing you'll find that it's not as idyllic as it first seems. Monsters are everywhere, including Mantis and Spiny Toads. The Spiny Toads are particularly annoying as they roll towards you rapidly en masse. Use the Wave Concussor (or, even better, the Vulcan Fury if you have it) to take out a whole bunch of them in one go (Fig. 2). It's also possible to bypass a number of enemies and simply make a charge for your reluctant steed. You can mount the Leaper by pressing **A**. Once you are riding him, you can execute a Charge Attack by pressing **B**.

3 Head for the steps at the top of the clearing and stand at the edge, overlooking the lava. Wait for the lava ball to rise and drop, then press **X** twice to Double Jump onto the platform. Jump over the remaining platforms. You'll have to wait for some of them to rise up before leaping across (Fig. 3). You'll eventually land on the other side of the volcano where yet more Spiny Toads are waiting. While still riding your Leaper, head for the ladder leading up to the next ledge. When you're close to the ladder, Jak will automatically jump off the Leaper, straight onto the ladder, to avoid being attacked by the Spiny Toads (Fig. 4). Execute a Double Jump to reach the next ledge. Be careful as the ground beneath you will crumble away. You'll soon find that Jak can't go any further. It's now Dexter's turn to shine...



4

Daxter Time

Okay – this is where I get to act the hero and save the day. As usual, of course. Before we start, a word of warning. That's molten lava down below. If I land in it, it hurts. Well, actually it scorches and peels the very flesh and fur from my bones, before vaporizing everything in a grisly instant... but that's a little too graphic a description for a nice picture book like this, so we'll draw a veil over that for now. These are my claws. See how they shine in the sunlight, their razor-like tips honed for maximum 'ouch' factor? Well, if I land in the lava, expect the claws to make contact with your flesh quicker than you can say 'tetanus'. Get the point? You will if you guide me to anywhere but safety, my friend.

You'll notice that I'm hanging from a net canopy. Guide me along, keeping me close to the sides to avoid the large balls of lava that bounce up from time to time. Only move me forward, when it is safe to do so. Drop me down onto the ledge then wait until that nasty stream of lava stops before I Double Jump over to the next ledge. Wait for the next stream of lava to stop, then I can Double Jump across to the wooden platform.

Keep it steady, so that I can then leap onto the next ledge. Two Metal Heads will unwisely attack me, so press to execute my fantastic Kick Spin. Quite magnificent, isn't it? Guide me onto the next ledge, then watch as I pulverize another Metal Head. This next bit is quite difficult, so don't mess up. Remember my sharp claws! First get me onto the swinging wooden platform. Press twice to make me perform a graceful Double Jump to reach the other side (Fig. 5). That should do the trick. If I jump up onto the netting you can then guide me along, past more lava balls. Land me on the other side, and then it's just a few steps forward before I can construct an ingenious makeshift bridge, run across it and reunite with Jak. Look how happy he is to see me!

5

Back in control of Jak, run across the bridge. Hold and press to execute a High Jump and reach the next ledge. Take care of the Metal Heads, then hit the stone slab so that it lands on top of the geyser. Jump on top of the stone slab and ride it up to the next level when the geyser blows. Follow the path round, then Long Jump over the chasm on the right (Fig. 6). There are lots more Metal Heads to deal with here. Walk along some more, killing as you go, then Long Jump over the next chasm. The ground will fall away when you land, so move quickly to get out of the way. Head down until you reach a network of pipes. Oh dear, it looks like there's only one creature small enough to squeeze themselves into a pipe, and it certainly isn't Jak!

6

Daxter Time

Yet more proof that small and furry is best. My aerodynamic body, as all the ladies will tell you, is perfectly proportioned and ideal for such death-defying tasks as this. All you need to do is guide me as I gracefully slide along,

by tapping gently on the left analog stick. When you see a gap in the pipe, press and I will jump across (Fig. 7). When I reach the bottom, I can bounce up on the small tarpaulins, using them as trampolines to reach the top. Use my Kick Spin to dispense with any lurking critters that really ought to know better. Eventually I'll arrive at a stone slab. I'll pretend that it's too heavy for me to move, just to make Jak feel needed. He's so sensitive about that sort of thing. Of course I can actually move it simply by prodding it with my finger. Don't tell Jak, though!



7

When control switches back to Jak knock the slab onto the geyser, hop on and ride up. Shoot all the Metal Heads and Spiny Toads. You'll eventually reach another clearing with three more slabs. Take care of the Metal Heads, then knock the slab on the right onto the geyser. Knock another slab onto the geyser on the left, then ride the central slab covering the middle geyser up to the next ledge. Climb up the series of large steps, then head right. Jump across the gap and walk up the slope to the left and then round to the right. Keep heading upwards until you reach a fast-flowing lava stream. Whatever you do, don't go right! Instead Double Jump onto one of the platforms that are floating past and then quickly jump across to the ladder (Fig. 8). Climb the ladder. After Jak acquires the power of Shadow Invisibility, jump back down onto one of the platforms and ride it a short way along the lava stream. Hop across onto the ledge on the left. Walk down the path, then turn left, down a narrower path. Jump down to return to the mouth of the volcano (the cave where you started your journey).



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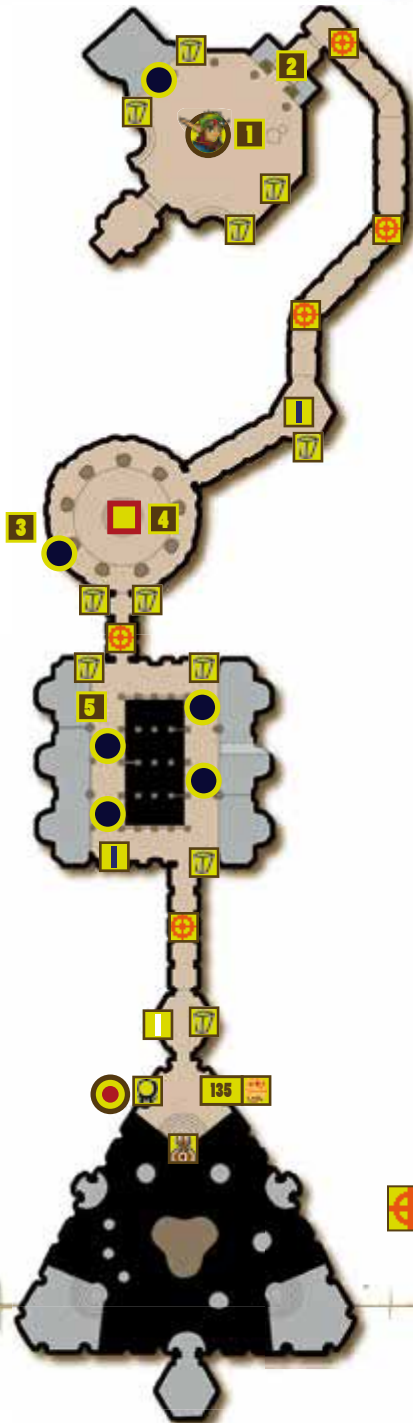
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Find Oracle in Monk Temple

Where are you Jak? Jak? Jaaaaak! That's strange. He's just disappeared. Oh well, never mind. Now I can stop pretending to be so polite to him. And he could try washing behind his ears a little more. Sitting on his shoulder with my face against that grubby neck was getting to be quite distressing. It's funny, 'cause although I can't see him, I can still smell him. Ouch! Something just pinched my ear! Shadow Invisibility? What's that? And who said... oh! Hi Jak! Say, that Shadow Invisibility doesn't make your sense of humor disappear as well, does it?



1

When you arrive back at the mouth of the volcano press  when standing in front of the Dark Idol to activate Jak's Shadow Invisibility power. You can now sneak past the trap and press  to use the warp ring and return to the Monk Temple. Approach the purple Precursor Idol and press  to activate Jak's Shadow Invisibility power (Fig. 1).

2

Now that you are invisible you can sneak past the eye guardian without it so much as blinking. Feels good! Go through the doorway and head right, down a long stairway. You'll be met by some Spiders. Recognize them from Jak II? Destroy the pots at the bottom to collect some Red Gun ammunition. Not only is the ammo good for shooting stuff, it also provides a hint as to how to solve the next puzzle. Alternatively, you could simply read on rather than racking your brains trying to think about what it all means. Enter the circular chamber, but don't go too far into the center of the room or you'll be zapped by one of the sentry bots that are guarding something important in the middle. Clearly you have to get past them, but how?



01



02



03

3 You guessed it! Time to get invisible again. Skirt around the edge of the room and you'll reach another altar with a Dark Idol. Use it to become invisible, then stroll serenely past the sentry bots that are blissfully unaware of your presence. Stand on the switch in the center and press **X** and then **Y** to execute a Dive Attack (Fig. 2). A door on the other side of the room will open. Your cloak of invisibility has now faded, and you appear to be stuck in the middle of the room; if you take a couple of steps forward the bots will blast you.

4 Equip your Red Gun and press **Up** twice to select the Wave Concussor. Hold down **R1** for several seconds to charge up a mighty wave, then release. If you use any other weapon the sentry bots will shoot you immediately. The resulting blast should take out all of the sentry bots in one fell swoop (Fig. 3), which is very satisfying. Alternatively, you could also unleash a Dark Bomb or Dark Blast to take out all the sentries. You can then go through the door on the far side of the room. Shoot the Spiders



04

that swarm towards you. You'll emerge in a large chamber divided by a series of gates. Use the Dark Idol on the left of the room to become invisible. You can now swing on the bars that run across the chamber from left to right (Fig. 4). If you're not invisible when you try and swing on them you'll be electrocuted! If you're having problems swinging across the bars try to get a rhythm going by pressing **X** to jump onto a bar, swing, then press **X** to jump onto the next bar.

5 Use the same method to cross another series of bars from right to left and then from left to right again. When you have successfully navigated across the first two sets of bars you will trigger a checkpoint. Go through the archway and down the corridor. Watch out for another gang of angry Spiders! Enter the vast Oracle Chamber. After watching a brief interlude with Seem and Veger, step into the beam of light. You will receive Light Jak Regeneration (Fig. 5). To activate, hold **L2** then press **Y**. Use the nearby warp ring to return to the Temple entrance.



05



Beat Turret Challenge ACT 1.16

Right, maggots! This mighty gun protects our people from desert outlaws almost as nasty as me. I've spent many a happy hour straddling the turret and filling the enemy full of lead. I'm the best there is when it comes to target practice, never been beaten. You think you're pretty hot stuff, don't ya? Let's just see if you can break my record!

1 Head for the fist icon on the map. To start this mission then climb the ladder to the turret. The challenge ahead of you involves an enjoyable bout of target practice. In the top left-hand corner of the screen you'll see the total number of points that you must earn: 7000. In the top right-hand corner you'll see the total number of missed targets. When a target falls in the water, it counts as a miss. Note that ten misses means Mission Failed. You should also bear in mind that the controls are inverted in this mission: up means down, and down means up.

Red, green and blue targets will rise out of the sea. The earlier you hit the target, the more points you will earn. The red targets are worth the least amount of points, the blue ones slightly more, while the green targets have the highest value of all. Press **R1** to shoot them before they drop back down again (Fig. 1). The arrows at either side of the screen indicate in which direction the next series of targets will be coming from. The targets are also indicated by small green dots in the radar display at the bottom of the screen. Some of the targets will start moving across the screen from left to right and from right to left. This makes them more difficult to track, but with practice and a steady hand you should have no problem beating Kleiver at his own game.

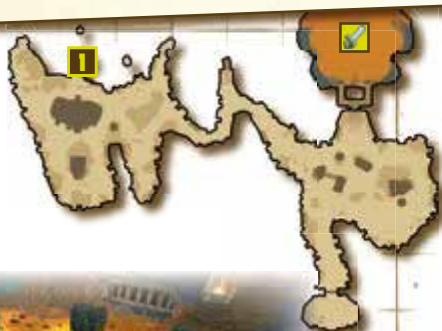


01



Defeat Marauders in Arena *ACT 1.17*

You have truly proved your worth, brave warrior. Now claim your reward... a fight to the death. I see you looking slightly concerned, orange one. Never fear. Your friend has risen to every challenge so far; I see no reason why he should fail this time.



1

To start this mission, follow the first icon to the Arena.

Double Jump across to the beam of light. You'll receive the Blue Gun called Vulcan Fury from Damas before the battle.

Press **←** on the directional button to equip it. This should be your weapon of choice here should you have enough ammunition. If you find your stocks running low, you can try to collect one of the Crates or switch to the Yellow Gun. The Red Gun is too slow to be effective here.

Your task for this second Amulet brawl is to kill 30 Marauders. If possible, they seem even angrier than last time. They can easily knock you into the lava, so be careful not to get surrounded.

When the alarm sounds the walkways will be covered by lava and four small platforms will emerge, one in each square. Some of them will contain Crates. Leap onto one of the platforms and wait until the walkways re-appear (Fig. 2), then carefully spring back onto the walkway and start taking care of Marauder business. If you're a bit nervous about using the Spin Attack, opt for the Yellow Gun, as the faster fire rate will prevent you from being overwhelmed. The Yellow Gun is also useful for picking off distant foes.

When you've dealt with all 30 Marauders, you'll come face to face with an old friend. Your refusal to fight each other will incur Damas's wrath. Not a good idea!



Can I make a suggestion here, Jak? I know you've just received a shiny new Gun Mod and that you'd love to show it off, but physical prowess might be the best approach in this situation. The walkways are so narrow that your Spin attack can knock several Marauders into the molten liquid in one go (Fig. 1). Of course, it would help if your arms weren't so laughably puny, my taciturn chum. I'd offer to help you, but this lustrous orange fur of mine doesn't groom itself, you know.





ACT 1.18

Destroy Eggs in Nest

You have broken the warrior code by refusing to fight your comrade to the death. You have sorely disappointed me, and just when I was starting to almost like you. You have one last chance to redeem yourself. Enter the Metal-Pede nest and destroy their eggs and I might reconsider my decision to cast you out from the city... if you don't die trying, of course.

1

After your browbeating from Damas, leave the Palace and head for the mountain icon on the map. On your way there you'll pass through Kleiver's garage where you can pick up a buggy for the next phase of your mission. As usual, it's the one marked by a golden ray of light. Drive out into the desert in the direction of the mountain icon. When those pesky Marauders come after you in their vehicles, introduce them to the large gun mounted on your buggy's roof – which, incidentally, has limited (yet effective) auto-targeting capabilities. This allows you to shoot foes that are off to the left or right of your vehicle. It's always nice to show off your new hardware.

When you approach the Nest you'll notice that the entrance is covered with small green eggs. A cut scene will kick in which shows Sig blasting the eggs away to create a large hole, thus allowing access. After this aside, your damage meter will be fully replenished if you suffered any hits during your tussle with the Marauders on your journey through the desert.

Once inside the Nest, you'll find yourself hurtling along a narrow tunnel with Pod Spiders swarming towards you. Press **R1** to fire your mounted gun and clear a path through the mass of wriggling arachnids (Fig. 1). If your speed drops, they will latch onto your vehicle and gnaw on it, causing damage.



2

Eventually you'll reach a spiral path. Stick closely to it and avoid the temptation to drive off and explore (Fig. 2). Follow the path round and head down another tunnel until you reach a large cavern. This is where you'll find the first five Metal-Pede eggs. They're easy to spot, as they're a venomous green color, and will shoot a presumably poisonous liquid at you if you get too close (Fig. 3). They are marked with green dots on the map. You'll also have to contend with Metal Head Bats and more Pod Spiders. You should prioritize to make this task as painless as possible: destroy each egg by firing a few rounds of ammo at it, and then – and only then – turn your attention to the other critters while racing to the next target. There's no need to be especially vigilant in killing them all. Just thin the pack a little to get them off your back.

3

When you've destroyed the first five eggs, shoot out the cluster of smaller green eggs that are embedded in the rock – just in front of the muddy ditch (Fig. 4). The rock will then topple over, forming a makeshift bridge. Drive across and through another tunnel to reach the next large cavern. Four out of the five remaining eggs are easy to find. To reach the final egg, you must drive at speed across one of the two stone bridges at either end of the cavern (Fig. 5). They will crumble away beneath you, so be sure you keep your speed up to make it across in time.

4

The instant that you shoot the last egg a timer will appear at the top of the screen and a countdown will begin. Noxious green gasses have been released in the cavern, and you have three minutes to escape or suffer death by poisoning (Fig. 6). The green gas will make it hard for you to see, and Pod Spiders and Bats will still be after you, so it's important to keep a cool head. All you need to do is go back exactly the way you came in order to reach the Nest entrance, which will be indicated on the map by a mountain icon. If you feel like taking a short cut, shoot out the cluster of green eggs. The rock behind them will fall down to form a bridge. Drive across it and follow the icon to reach the exit even quicker. At the entrance Damas will make contact via the radio and tell you that you've won a reprieve. Phew!

**02****03****04****05****06**

Defend Ashelin at Oasis

ACT 1.19



Daxter, please remove your claws from my leg. Ok, where was I? Right Jak, we need you to come back to the City. I can't explain everything right now; all I can say is that we need you badly. Right now. Stop snickering, Daxter. But first of all I might need a little help with this inconvenient Marauder ambush...



I You'll receive word from Ashelin via the talk box that she wants to meet you at the oasis. Follow the palm tree icon on the map to reach her. This is a fairly fraught but eminently beatable shoot-out. All you have to do is stick close to Ashelin and repel the Marauders as they come at you in droves. They will attack both on foot and in buggies, but you should use the same tactics in both cases – simply blast away with your Blue, Yellow or Red Gun (Fig. 1), keeping one eye on Ashelin's Health Meter at the top left of the screen. She's actually pretty capable of handling herself, and in fact you're more likely to die before she does! It's good practice to keep moving at all times, as a stationary Jak is an easy target. You might also want to focus your attacks on the Marauder vehicles when they appear, as they tend to be more prolific with their weapons. When it seems as if

you've defeated all the Marauders and Ashelin appears to stop and listen for a moment, be prepared for one last surprise attack. Deal with the late arrivals and you'll have completed the mission. You will be rewarded with a cool JetBoard, a present from Keira, and the Seal of Mar amulet.



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ACT 1.20

Right, Jak: we've just received the JetBoard from Ashelin, so let's make sure we put it to good use. And what about that shiny Seal of Mar amulet? Wonder if it opens something spherical? I know you're a hopeless 'Boarder on your own, but if you use me as a delicate yet heroic and handsome counterweight you should have no problem getting through the following course.



1 After defending Ashelin at the Oasis, get a Dune Hopper and drive off in the direction of the Monk Temple icon on the map (it looks like a red arrow). Jump across the islands and drive up to the Monk Tower in the same way that you have done previously. Once inside, head down the staircase, where you'll be met by Metal Jackets. Pass the Dark Eco vent and enter the main chamber. Approach the circular stone door. Jak will use the Seal of Mar to open the door. You'll be greeted by more Metal Jackets, so swiftly dispose of them with your Yellow Gun. Head further down the hallway, until you reach a doorway with a turquoise and purple icon that resembles the Seal of Mar. Collect the icon and you will be prompted to press **R2** to mount your JetBoard. You must then skate into the half-submerged chamber and collect 17 more identical icons. There's only one that's really hidden, and that is right at the start, tucked away in an alcove on your left (Fig. 1). For the rest of the course it's simply a matter of following the instructions that appear next to each icon. It might seem tricky at first, but bear in mind that you'll be using your JetBoard frequently during the rest of the game. You should regard this trial as a means of honing your JetBoarding skills in order to have an easier time with some of the harder missions that will occur later on. Should you fall down one of the holes in the course you will re-start at the beginning, but you will only have to collect the remaining icons. When you've collected the last icon, hold **L1** and press **X** to execute a Launch Jump and reach the door at the end of the chamber (Fig. 2). Go through the door to witness Jak receiving the power of Light Flash Freeze.

2 After obtaining Flash Freeze in the Oracle Chamber, use your new power to temporarily freeze the spinning platforms. You can then jump across to the balcony, and head up the corridor. You will find yourself back in the flooded chamber, where you'll need to use your JetBoard skills once again to grind across the rafters and avoid pitfalls.

Once you're past these obstacles, you will enter a chamber with a series of rapidly-rotating axles and fan blades. This is the upper floor of the room with the electrified swing-poles, which you conquered in the previous Temple mission. If you're out of Light Eco, step on the nearby vent. You'll need to use your new Flash Freeze powers to slow down the spinning axle, so you can safely cross. The axles are still turning slowly, though, so you'll need to run and time your jumps to get across.

The most difficult part of the course comes right at the end, where you must cross a bridge that crumbles beneath you. Use Flash Freeze to slow down the disintegration of the bridge, then quickly run and jump over the pieces of the crumbling bridge to reach the other side. Fortunately there's another checkpoint here, so it doesn't matter too much if you fail to make it across on your first few attempts! Go through the circular door to reach a lift that will take you down to a vast hangar.



Travel through Catacomb Subrails

ACT 1.2!

We have to get back to Haven City and it seems like this crazy high speed ride is the only way to go. I have a question: why do the architects and engineers of the Forces of Evil and lost civilizations alike always have an obsession with death-defying rides, lethal traps and nasty dark labyrinths? You know what could help a Dark Empire or Mighty Technologically-Advanced Ancient Culture thrive? Escalators. Trams. Maps. Tour guides. The occasional bench to rest your weary Metal Head head, for example. And oh, a swanky restaurant or two. I could sure go for a nice cold glass of yakow milk right about now!



1



1 Once you are in the hangar, approach the waiting vehicle and press **A** to use it. You will then be propelled down a long pipe. The only control that you will have over your unusual vehicle is to steer it around the pipe using the left analog stick in order to avoid obstacles. It doesn't matter if you clip some of the obstacles, but crashing head-on into one of them will damage your vehicle and could mean Mission Failed. The vehicle is also equipped with a powerful blaster weapon, which can take out some of the obstacles and enemies in your path. Press **R** to fire, but you may want to use the blaster sparingly as the resulting explosions can obscure your view. Halfway along you'll reach a section where the tunnel has no sides and you must keep to the thin section of track in the middle. There are two particularly dangerous obstacles in your path: massive pillars that are impervious to your shots, and holes in the track that are framed by flashing red lights. Failing to avoid these obstacles can result in immediate Mission Failure.

As if your journey wasn't perilous enough, you will also be dogged by many small craft that shoot lasers at you. These can cause lots of damage as well as taking your attention away from steering safely along the tunnel. Avoid them by moving around the tunnel, and shoot them by pressing **R**. Towards the end of the course you'll see two rotating red

wheels. Steer carefully through them. Hitting the electrical beam that bisects the wheel can mean instant Mission Failed. The most dangerous part of the journey occurs when you guide your craft across a wide gap (Fig. 1). Approach the gap from the bottom of the pipe rather than the side, and be sure to tilt the left analog stick upward in order to keep the nose of the craft slightly raised. Once you've docked in Haven City you will receive the power of Light Shield. Hold **L2** and press **C** to activate. Now head for the lift on the right of the underground hangar.

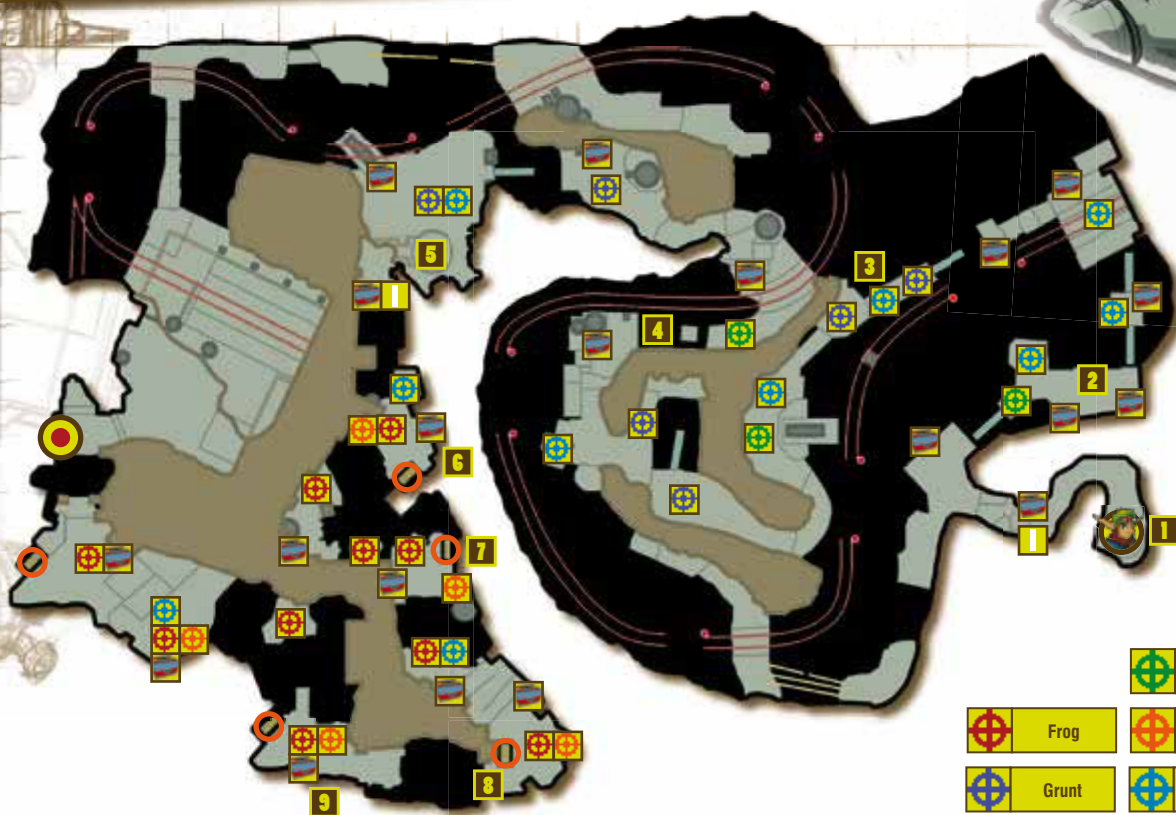




Explore Eco Mines

ACT 1.22

I don't like this Jak. I don't like it at all. I get a dark feeling of foreboding right down to the tip of my feathers just from being here. I think I'll fly off and tell Onin that we're back in Haven City. Well, I'll be back in Haven City; you, on the other hand, might not actually make it. Don't regard this as abandonment: see it more as a... a valid usage of my flight or flight response. In this case, FLIGHT! Somewhere there's a nice shoulder to perch on, and wisdom to impart, and it's not like you and the orange talking machine aren't used to wading through filthy Metal Heads by now. Oh, and remember: the best way to cheat death is to not die. Have a nice day!



1 Exit the lift, then walk along the path. Step into the Light Eco vent on the left to fully recharge your Light Eco meter. Jump up the large stone steps on the right. You must shoot the bridge with the Yellow Gun to lower it (Fig. 1). Quickly walk across the bridge and take out the Manta and Gekko Metal Heads. The Gekkos are particularly dangerous as they move quickly and will knock you over the edge if you let them get too close.

2 There are two ammo crates to avail yourself of before moving on to shoot at two more bridges and tackle another wave of Mantas. You'll also find a health crate on the platform between the two bridges. Head down the metal steps at the end of the large platform and stand on the small brown ledge. It will start to move, carrying you deeper into the bowels of the mine. While the platform is

still moving, shoot at the bridge opposite and jump across; otherwise, the platform will fall away beneath your feet and leave you flailing in mid air before falling to your doom.



3

This section of the mine is crawling with Grunts, Mantas and Gekkos. Try and dispose of them as quickly as possible, before they get close enough to hurl you over the edge. Head round the corner, along the winding path. At the top you'll be greeted by more Grunts. Shoot the bridge, then step onto the next small platform, which will carry you upwards. More Metal Heads will greet your arrival. Head round the corner and shoot the Mantas. By now you'll be very glad to see the nearby ammo and health crates.

4

Double Jump across the metal platforms, taking care to shoot the wall hugging Gekkos first to prevent them from rushing over and knocking you off (Fig. 2). Walk up the ramp and through the gate with the blue lights either side. Walk down the path and deal with more Metal Head Grunts. Step on the lift and ride it down. Shoot the bridge and quickly jump off the lift before it falls away beneath you. Continue onwards, straight into another Metal Head 'party'. End the celebrations with a few well-aimed rounds from your Morph-Gun.

5

Step on the large brown circular platform to be carried down. Hop off to find more ammo and health crates. Head for the next moving platform. You'll notice that there's another Light Eco vent on the left. Whilst riding the platform down, shoot the Frogs that are waiting for you in the distance to make your life much easier when the platform stops. When shooting at them from far away it's best to use the Yellow Gun, but if you wait until the lift stops to tackle them you'll find that the Wave Concussor is your best bet; it will take out several of the slimy critters in one go.

6

Go through to the next area, which is divided by a large chasm with no obvious means of getting across. First shoot the Frogs on the other side, then turn your attention to the dumb-looking Rat that is lurking suspiciously next to what looks like a large hamster wheel. Knock the Rat into the wheel with a Kick Spin (Fig. 3). The Rat will start running on the spot, powering up a bridge that extends across the chasm. Walk across the bridge and around the corner. Stand on the edge of the platform and take out all of the creatures opposite to stop them knocking you off as you hop across.

7

Time to whack another Rat into a wheel. This is fun! Don't worry if you accidentally kill a Rat by hurling it over the edge. There's an endless supply of the hapless vermin crawling out of a nearby pipe. They will nip at your heels but, as long as you're quick on your feet, they're relatively harmless. Once you knock one Rat into the wheel, its rodent brothers will suddenly become docile and leave you alone. Cross the bridge that appears – but first take out the hordes of Metal Heads waiting on the other side. Walk up the zigzag slope, taking out the critters that yap around your feet. At the top you'll find yet another Rat that you must knock into a wheel. This will set three platforms in motion in the adjacent cavern.

8

Next you must execute three perfectly-timed Double Jumps across the three moving platforms (Fig. 4). If you fall, you must repeat the whole Rat/wheel section again. This can be very frustrating! However, if you fall when attempting to leap from the third platform, the mission will re-start with you safely on the other side. Phew!

9

When you eventually reach the other side you'll be greeted by lots of lovely Frogs. You'll also find yet another dopey-looking Rat standing by a wheel. You should know what to do by now: bash it into the wheel, of course! Hop across the rotating platforms to reach the far side. Walk up the zigzag slope, taking out all the Frogs and Mantas as you go. Once you've killed all the enemies, more Rats will emerge from the pipe at the bottom of the zigzag slope. The silly critters will come up the slope after you, making it easy for you to knock one of them into the wheel. Cross the bridge that extends over the chasm to discover another armor upgrade, hidden deep in the mine. Enter the next room to begin the next phase of your mine missions.



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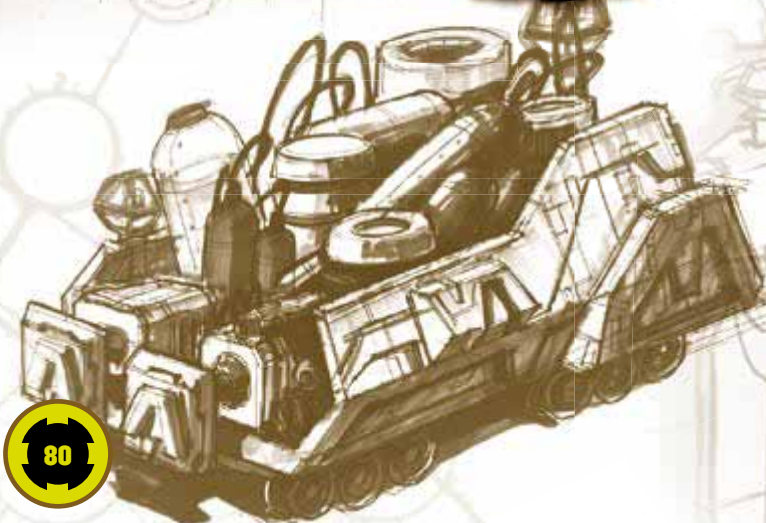
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Escort Bomb Train

ACT 1.23

I know how much you love shooting Metal Heads, Jak, but try to curb your Dark Eco-fuelled bloodlust on this mission. This time out we have to shoot the red targets on the track to keep that crazy train moving. You will only have a few seconds in which to hit the targets, so if you start hunting down Metal Heads the train will crash and I'll get very angry. Feel free to take out the odd assailant or two that gets in your way, but concentrate on completing the job in hand: securing safe passage for the train. Got that? Good.





01



02



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1

Step into the beam of light and hit the switch to start the train lift. Once the train starts rolling a timer will appear at the top of the screen, indicating that you only have about 10 seconds to shoot the first two red track targets with either the Yellow or Blue gun. Walk along to your right and cross the bridge (Fig. 1), taking out the Mantas as you go. Keep to the right, and shoot the next two track targets. Press **[R2]** to mount your JetBoard and grind the rails over the gap. You may need to execute a small jump in the middle of the rail to make it across. It's up to you whether or not you want to use the JetBoard for the rest of this mission. You'll definitely be faster, but the JetBoard is more difficult to control, so you're more likely to fall off the edge if you're not careful.

2

Head across the tracks and drop down to the lower platform. You'll find a Health Pack and some more ammo here, if you need it. Shoot the next two targets. Run around to the right and jump onto the moving platform (Fig. 2). Run across the train tracks and along to the right. Double Jump over the two small metal platforms and onto the larger platform. Quickly take out some of the Mantas before you're overwhelmed, but don't waste too much time. You should also take care of the pesky Gekkos that will try their best to knock you over the edge.

3

Turn to your right and shoot the next two targets. Jump onto the stone platform then Double Jump across two more moving platforms. When one appears, the other will disappear, so you need to time it just right to avoid falling. Jump onto the stone ledge and shoot the next target. Don't forget the health crate that's tucked away on the left if you need it.

4

Run across to the right side of the train tracks. Mount your JetBoard and grind the rails. Leap across two more disappearing platforms then shoot out the next two targets. Hop down onto the large platform. Shoot the bridge to lower it. Deal with the last two targets (Fig. 3). A cut scene will kick in, showing the train crashing through the door and creating an escape route for our heroes.

5

Deal with the Metal Head thron, then go down as far as you can on the right side and shoot the bridge to lower it. Jump across and blast the next bridge before having fun taking out lots of Mantas. Take all the time you want; the clock has stopped. Go through the busted door. Step on the circular elevator to descend and end the mission.

Defeat Veger's Precursor Robot

ACT 1.24



Make no mistake, Dark Eco freaks: the end is nigh. Nigh, I tell you! You, Jak, are an obscenity; an unholy vessel engorged with foul Dark Eco, and your cup runneth over with moral and spiritual putrefaction. The world has suffered the blasphemy of your existence long enough, I say! Prepare to meet your long-overdue doom at the hands of my Precursor Robot...

Ouch, who yanked his chain? Once again, it's up to me to clue you in on how to fight your battles, Jak. Where would you be without me? Looking typically surly in some Metal Head monster's stomach, that's where! Anyway, try and forget the fact that Veger's Precursor Robot actually looks quite cute. Don't hate him 'cause he's pretty. Hate him 'cause if you don't blast this golden boy, he's gonna take the business end of his laser and fry our butts! Try and banish all thoughts of that cute orange orange is the color of love, romance and everything good in the world. Just kill it Jak, okay?



Precursor Robot



The cute... sorry, deadly, robot has three different types of attack:

Stage One: the robot will begin by smashing its red energy blade on the ground, creating a shock wave that you must jump over. He'll do this twice, then sweep his blade twice across the floor (Fig. 1). Jump over the energy blade or that robot will be eating fried Jak for dinner.

Stage Two: the robot will unleash a swarm of shadow creatures. If you stand in the top left-hand corner of the platform at the start of Stage Two the creatures will not damage you when the robot first hurls them. In the first round, two creatures will be thrown, whereas during the second and third rounds three creatures will be thrown. When you shoot them, they will divide into smaller creatures that will pursue you with similar intensity. Use the Blue Gun to deal with them as quickly as possible (Fig. 2). The creatures will drop ammo when you kill them, so be sure to collect it, but be careful not to fall off the edge of the platform! Should you run out of ammo, you will find two



Crates on the right. One of them will be replenished after every round. Don't forget that if you have some Light Eco you can use Light Regeneration to restore some health by holding **L2** and pressing **△**.

Stage Three: our cute... sorry, evil friend will shoot laser beams that warp the ground into pillars. The laser will only cause damage at the point where it hits the ground. Avoid the glowing rocks until they turn gray and harden. You can then climb up on one of them and fire the Yellow Gun at one of the three red targets above the robot (Fig. 3). If you take too long shooting at a target the robot will destroy the rock you are standing on and you'll have to wait until the next round to try to hit the target again. After approximately five shots a train will break through the barrier and land on the robot's head, sending it crashing into the pit below. Unfortunately the robot will re-emerge after a few seconds, and the whole process will start all over again. Notice that the health meter on the right of the screen has now turned yellow. For round two there will be three shock waves and three sweeps to jump over in Stage One and more creatures to shoot in Stage Two. Once the lava rocks have been formed, climb up on the second highest platform and shoot the second target above the robot. Another train will fall and knock your opponent into the pit, but once again the metal menace will emerge relatively unscathed. For the third and final round the robot's health meter will turn red. Now you've got it really annoyed! In Stage One it will unleash two double shock waves and three double sweeps (Fig. 4). Execute a Double Jump to avoid them. Deal with the Stage Two creatures in the usual manner then climb up on the rock and shoot at the final target. The last train will crash on the robot's head, finally ending the battle. You escape with your life, and more importantly, Blue Gun 2 – the Arc Welder.



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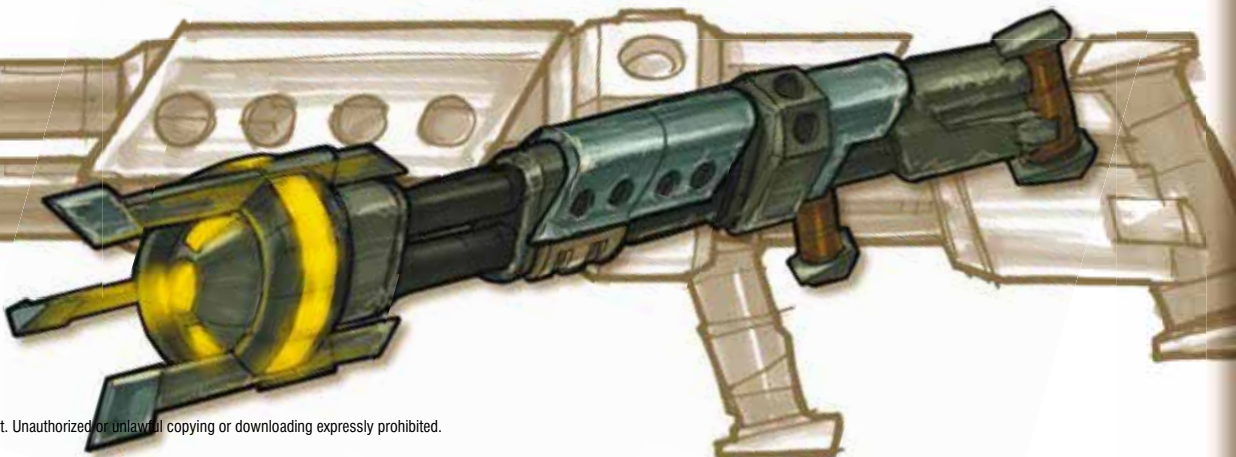
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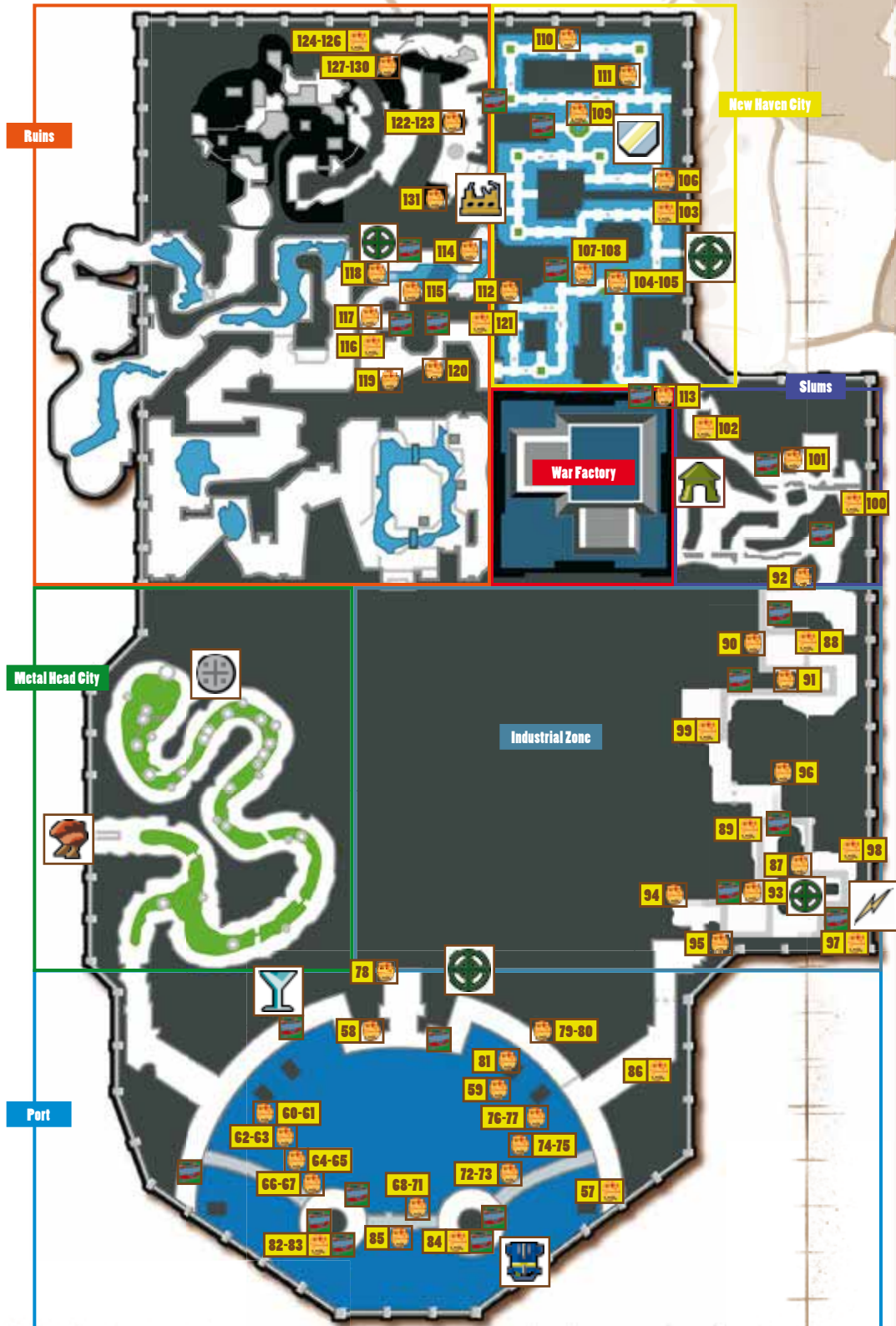
04



Fight for the City

ACT 2



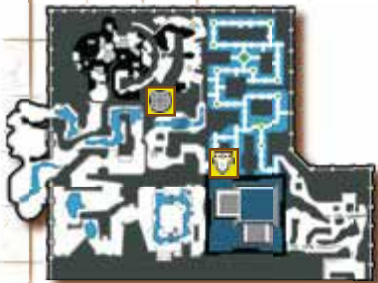




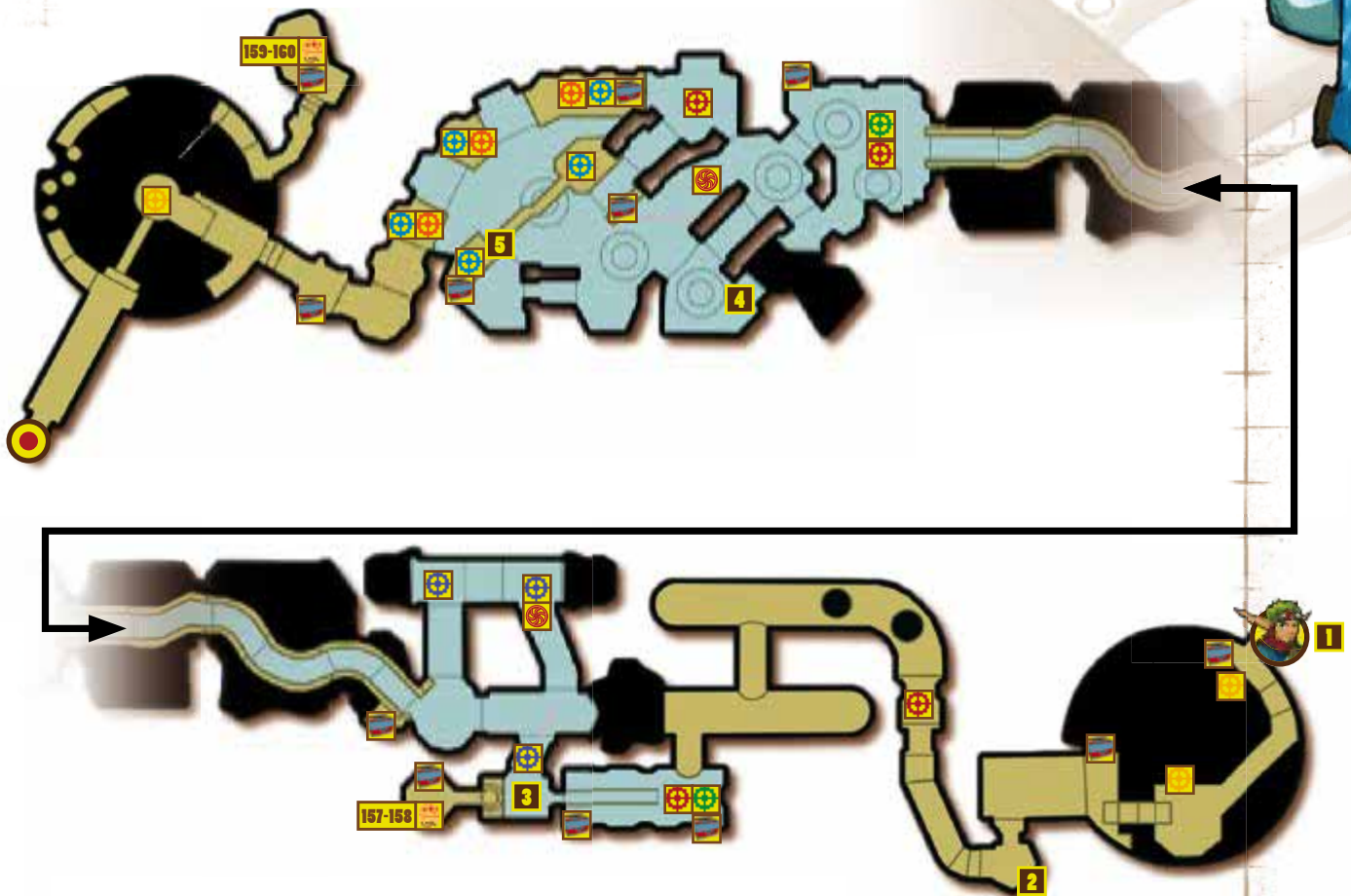
Reach Port via Sewer

ACT 2.1

Ah, dear boy, I could feel your eco energy as you approached, even before I saw you. And Dexter... how nice to see you again, and your big mouth forever flapping in my direction. Charming! Now listen carefully: we have important work to undertake. Enter the Port via the Sewers, then find a way north to reach us.



	Sling Blaster		Wasp
	Juice Goon		Needle Fish
	Frogs		Saw Fish




1

When you emerge in Haven City after your battle with the Precursor Robot, head in the direction of the Samos icon on the map. You'll bump into a couple of old friends. After the cut-scene, head for the gray manhole cover icon on the map to find the entrance to the Sewers. Ride the lift down. Have your Blue Gun at the ready to blast the Metal Head Wasps that will start to attack the moment you walk through the door. Head left, along the metal walkway. Two more Wasps will attack you. Walk down the steps into a large half-pipe, just begging for a little JetBoard action. Skate up the side of the half-pipe and through the exit on the left (Fig.1).

2

Head along the passageway and through the large metal door. Use your trusty Red Gun to blast the Frogs out of your way. Mount your JetBoard again and skate around the two holes in the large pipe. Exit via the opening in the pipe on the left.

Drop down into another large pipe and head right. Don't go straight to the end or you'll fall over the edge. Instead, go left, and surf up the next pipe. Jump down into the water. Stand in the top left corner of the room, beneath the pipe, and shoot all the critters. The gate at the top of the watery slope will then open. Note that there are two health crates to the left of the slope. Mount your JetBoard and skate up the slope (Fig. 2).


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3 When you emerge, skate carefully around the Needle Fish. Hop out of the water and onto the ledge, while still on your JetBoard. The air vent will boost you up to a secret area with three crates, two of which contain Precursor Orbs (see pages 170-173 in the Secrets chapter to learn more about Precursor Orbs). Jump back down and head left, in the direction of the flowing water. Grind the short rail and leap across to the next large pipe. Shoot the three fans that block your path before they blow you backwards. Skate left, against the water flow, and carry on all the way up to the top of the series of pipes, taking care to avoid the Needle Fish and whirlpool at the top. Turn right and skate down the water slide. At the bottom you'll find a pool with several large whirlpools, lots of Frogs and the odd Saw Fish. Take out the Frogs before they can surround you, taking care to avoid the whirlpools. One key hint to bear in mind at this point is to use physical attacks as much as possible against the Frogs in order to preserve ammo. The last section of the level is very combat heavy, with just a few Crates to tide you over. When all the monsters are destroyed, the small pipe at the end of the pool will lower, enabling you to grind it and cross the abyss below (Fig. 3).

4

Skate around the whirlpool and head up the slope on the right. Make a U-turn and shoot out three more fans. Skate forwards to emerge in a large open area. Head up the small stream directly opposite. Dismount from your JetBoard and head along the metal walkway, shooting the lurking Metal Heads (Fig. 4). Watch out for their electrified prods, as they can cause lots of damage. Re-mount your JetBoard and surf up the next ramp. Step onto the walkway to the left.

5

To reach the end of this walkway you must battle bravely against a rampant horde of Metal Heads. Some have guns, some have electric prods, but all are dangerous. Use the Blue Gun to take care of them. At the far end of the walkway, turn right and go through the door. As with the start of the mission, you'll have to deal with several Wasps. If you've run out of ammo, now would be a good time to turn into Dark Jak to unleash a Dark Blast by pressing  and  (Fig. 5).

Head along the metal walkway to the left. Climb up and go through the next tunnel. Go through the door and step on the lift to end the mission.





Destroy Incoming Blast Bots

You made it back Jak! You might have noticed that things are kind of rough around here. But at least we have that giant statue of Dexter outside to raise our spirits. Dexter, you have no idea how much you've assisted me in maintaining the morale of the men. They swear it's the best target they've ever had to practice on! But enough of that: to business. A advance party of Blast Bots is heading this way. We need someone brave to stop them before they reach the bar. This is serious Jak, deadly serious.





1

After leaving the Sewers, make tracks for the blue martini glass icon on the map. You can get there faster, if you hijack a Zoomer. You'll find one outside the Sewer exit. If you played Jak II, you should have fond memories of this 'quaint' watering hole. The bar used to be called the Hip-Hog Saloon and was the headquarters of corpulent con man Krew. Now there's a huge, and frankly tasteless, statue of a certain orange superstar looming over the front of the bar (Fig. 1). The name has also been changed to The naughty Ottsel. As events will soon prove, this name is highly appropriate!

2

Enter the bar and receive your mission orders from another familiar face: Torn. Exit after swapping pleasantries and insults. You'll soon discover that it's all-out war on the mean streets of Haven City. To avoid getting caught in the crossfire it's a good idea to use your JetBoard or commandeer a passing Zoomer to travel across the relatively calm waters of the Port. The Blast Bots will appear on the map as blinking green circles. You'll see several flashing away, all demanding your immediate attention, but you should start by tackling the Blast Bot crossing the bridge on the west side of the Port. It's the one featured in a brief cut-scene at the start of the mission.

3

This mission is extremely time sensitive: the Blast Bots move very quickly, and should just one of them reach the bar, it's Mission Failed and a sad and abrupt end to 'Happy Hour'. You'll know when this is about to happen because a countdown will start at the top of the screen. You'll then have mere seconds to avert disaster. If you fail, you will have to replay the whole mission all over again. Taking a short cut across the water saves both time and health. Start by surfing all the way out to the bridge, then use the ramps to skate up onto it (Fig. 2). As soon as you start attacking the Blast Bot assorted KG Death Bots will shoot at you, so keep dodging and weaving to avoid their fire. However, blue-clad troops from the Freedom League will rush to your defense, so you're not completely alone out there. You must also keep clear of the Blast Bot's laser attack. When the Blast Bot starts to launch bombs at you, use either the Kick Spin (press ) or Punch (press ) attacks to knock the bombs straight back at the Blast Bot (Fig. 3). When the bombs turn red and start to throb it means that they are about to explode, so stand well back. You'll need to hit the Blast Bot four times with a bomb before it's destroyed. It will then blow up into a thousand pieces, so make sure you're not gloating over its sorry tin corpse when that happens!



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4

Once the first Blast Bot is destroyed you'll probably need to replenish your health. Luckily there are plenty of health and ammo crates scattered around the Port. Once you've patched yourself up, mount your JetBoard and surf across the water to the other side of the Port where the two remaining Blast Bots are making rapid progress. Destroy them both in the same manner as the first. Torn will then contact you over the radio and tell you to return to the bar.




ACT 2.3 *Destroy Barrier with Missile*

I knew we could count on you, Jak. For this next mission, we need to find a way to destroy the barrier across the Port. Something, or someone hardheaded, pointy and too stupid to feel pain should do the trick. We're looking for someone small enough to pilot a high-speed rocket, and preferably disposable. I'll take those raised eyebrows as an accord, Dexter. Get to it, soldier!

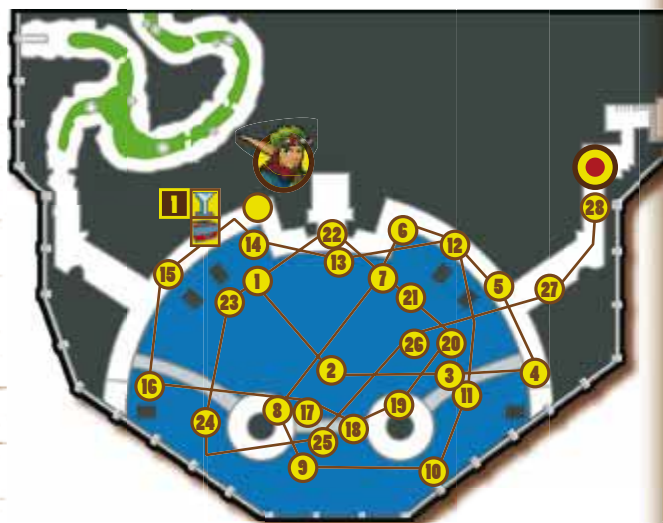


You may have noticed, Jak, that I let you occasionally participate in the odd mission. Everyone knows that I am the hero of this adventure, and you merely the conversationally-challenged lump that carries me where I want to go. Hey, I'm such a compassionate, giving soul, I like to make you feel useful. There are certain missions, however, that require the deft touch and super-skills that only an Ottsel can offer. Move over, dummy - this is a job for a professionalAAAAAAAAAARGH! Make waaaay! Creature of rapidly-diminishing bravado coming throooooooooooooooooough!

1

Follow the martini glass icon to join Torn. Leave the bar after his briefing. On the left you'll see a torpedo launcher bathed in golden light. Step into the light and control will switch over to Dexter, perched precariously on a missile. The temptation to dump him in the ocean is strong, but you must resist! All you have to do is aim for the swirling symbols within the rays of light that are spread out across the Port (Fig. 1). As you pass through each one, the next one will appear. They will be indicated on the map by blinking green circles. Use the left analog stick to guide Dexter, and press  to jump over obstacles. Don't worry about hitting the odd pedestrian, Dexter can safely hit smaller objects without taking too much damage. However, hitting larger obstacles and mines will cause the missile to explode prematurely. There's no set way to complete this mission: it's all about learning how to control the missile so that you don't

crash and burn. There's a checkpoint halfway through this stage, which means that you won't have to start all over again every time you crash. And you will crash quite a few times to begin with!



Pecker's Pathway Advice

You have two options here, my featherless friends. To be frank, I'm supremely indifferent to whichever choice you care to make. Rude? Me? No! What I mean to say is that the choice you make won't have any real effect on the outcome of your adventure. If you're feeling furious and aggressive towards inanimate metal objects, you can go destroy the Sniper Cannons. If you're keen to prove your marksmanship, you can try your luck shooting paper targets over at the Gun Course. I suggest that you go visit Tess first at the shooting range. You can find her location marked on the map by a green target icon. As the sudden fidgeting of the rat on your shoulder evidently attests, Jak, it's never too soon to see a pretty face, and you'll also get the Yellow Gun 3 - Gyro Burst when you complete the course...



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ACT 2.25

Beat Gun Course 1

ACT 2.4



Hey! Like wow, baby, for real! It's so great to see you, my snookums. Come cuddle up and give your favorite girl a furry kiss. I see your sidekick is his usual moody self. Jak's got issues huh? Must be tough always living in your shadow. Doesn't he know the strong, silent thing is so last year? Anyhoo, you know how much I love handling weapons, and nothing would give me more pleasure than to reward you with my newest invention. It shreds flesh and metal like a knife through butter, and it looks pretty too. Complete the Gun Course and it's all yours. Be careful, Dexter!

1

To start this mission, head for the green target icon on the map to reach the Gun Course. After talking to Tess, the doors will open automatically and Jak will take out his gun. Your Goal is to rack up 10000 points. This is easy to achieve if you hit the targets and avoid the civilians (Fig. 1). It really is as simple as that. However, be warned: the targets shoot back! Who knew paper could be so violent? Make sure that you don't try to rush through the course. If you move ahead too quickly at the start you may fail to spot some of the targets, and they will not re-appear. To score points, hit the red and gold targets. To lose points, blast the innocents. But please, don't make a habit of it! The targets come in small, medium and large sizes. The bigger the target, the more points you make. Some of them even do strange things, such as the Spider targets that flash and beep before exploding. Once you've achieved the Goal score you can start aiming for the Bronze medal. Don't forget, you can return to the Gun Course to practice whenever you want, simply approach the door and press . Read more about this mini-game in the Secrets chapter on page 169.



01

Destroy! Sniper Cannons

ACT 2.5



Brave, fearless, handsome... but enough about me. It's foot soldiers like you, Jak, that leave me free to do the important work of directing operations from this plush, well-stocked bar. Of course, I'd be out in the fray myself if I had the choice, but there's always a chance I might get killed, and then where would we be? Besides, I wouldn't want to risk scarring my beautiful face tats! You, on the other hand... well, let's just say that there are leaders, and then there are followers, and leave it at that. We need some fodder to take out the Sniper Cannons that are placed strategically around Haven City. I know you won't let me down Jak.



1

After having left the shooting range, head back to the bar for a chat with Torn. Following the cut scene exit the bar, then head left, in the direction of the first flashing red circle on the map. A word of warning: the small red dots represent KG Death Bots out to get you! Walk up the ramp to reach the first Sniper Cannon. When you get close to your destination the viewpoint will shift to that of the Sniper Cannon (Fig. 1). Be sure to keep out of the range of the cannon's target reticle. It moves quite slowly so you can easily dodge it. You will see two large red switches in the vicinity of the cannon. Stand on the first switch, then press and when in the air to execute a Dive Attack. The switch will turn green. Repeat with the second switch. The cannon's power-cell will then briefly emerge from its protective armor, providing ample opportunity for you to destroy it with your Morph-Gun or a Kick Spin (Fig. 2). The Sniper Cannon will then be disabled.

2

Follow the walkway round to the left. You'll see that the second Sniper Cannon has three switches to activate before you can attack the power-cell. If you find yourself running low on health, use your Light Regeneration power or look for any nearby Health Packs. After turning it into scrap metal, you'll find that the third Sniper Cannon is just ahead of your current position. As always, check on the map if you're not sure where to go next. Guess how many switches you must activate this time before you get to do some damage? You guessed it: four of course!

3

The fourth Sniper Cannon is just around the corner. On your way there you'll pass some Crates and a Health Pack. Surprisingly, you'll only have to activate three switches in this instance. Follow the walkway round to reach the fifth and final Sniper Cannon. There are also only three switches to activate here, but they're spaced quite far apart, leaving you very little time to destroy the power-cell before it retracts inside the protective armored casing. For this reason it's best to start by activating the two buttons that are farthest away from the power-cell. You can then run back to the third button, situated next to the power-cell (Fig. 3). You'll have to shake off some persistent Death Bots,

but if they cause any damage there's a handy health crate next to the switches to restore any lost Health Spheres. Destroy the final Sniper Cannon to complete the mission.



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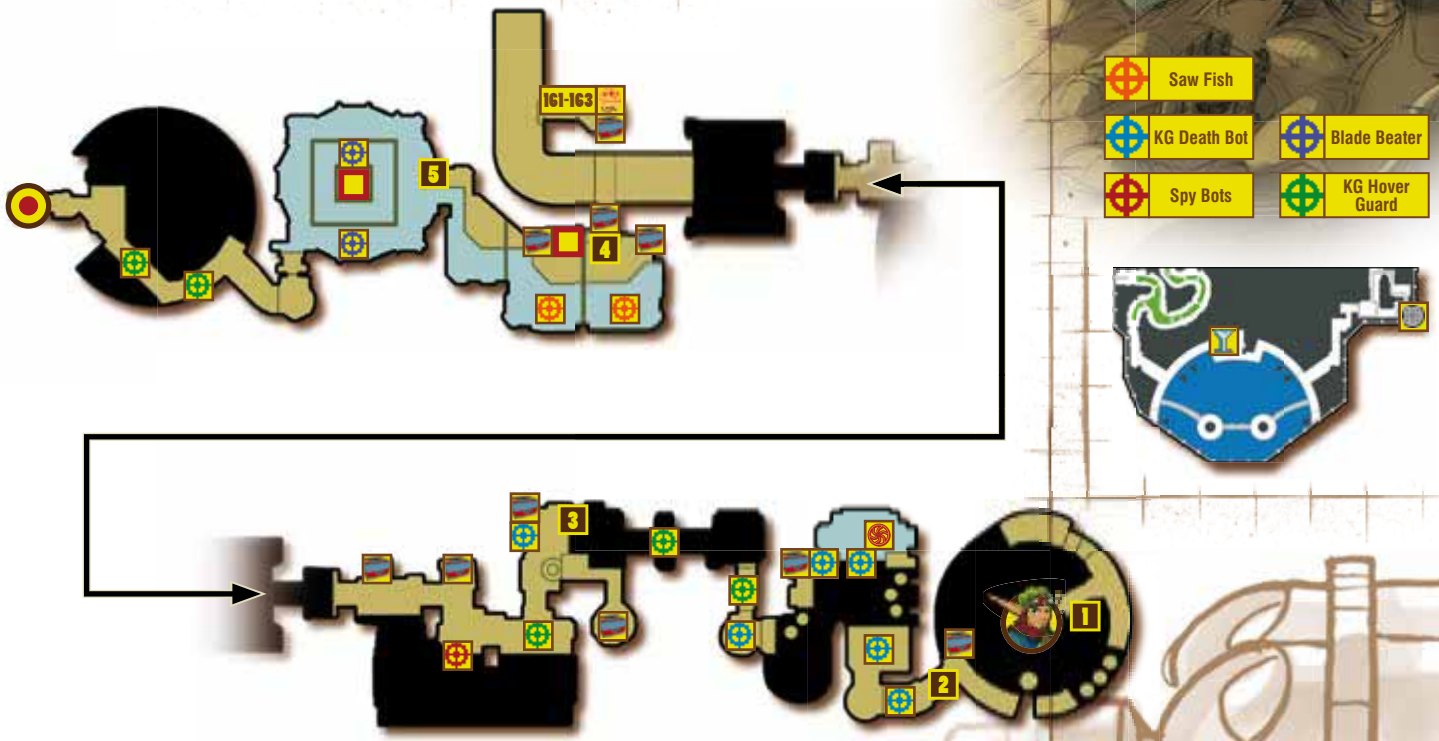
03

ACT 2.6

Reach Metal Head Area via Sewer



We need you and your little yappy friend to attack the Metal Head Hive from below, which means going through the Sewers. We've sent plenty of scouts down there, but none of them have returned to tell the tale. If there are any remains to find, feel free to appropriate their nose plugs - we appear to have run out. We're counting on you Jak. Again.



1 After destroying the last Sniper Cannon head back to the bar for your briefing from Torn. Leave the bar after the cut scene and look for the entrance to the Sewers, which will be marked on the map by a gray manhole cover icon. Once inside, ignore the locked door on the left and head to your right. Double Jump across the three pipes, waiting until the green steam emanating from each pipe subsides before making your move. When you reach the metal platform, walk along and Double Jump to land on the pipe to the right (Fig. 1). Quickly jump onto the next platform before the steam reappears.







2

Equip your Morph-Gun and go through the door. Two KG Death Bots will greet you. Blast them, then head round the corner. Take out two more robots. Double Jump across three more pipes, taking care to avoid the green steam. For some strange reason there's a fan in the middle of the pool of water on your right. Shoot it quickly before you get blown over the edge, then blast the lurking Death Bot. Hop across to the other side and dispatch two more metallic goons, then leap across two more steam-spouting pipes. Head round to the right and blast several robot. Step onto the platform at the end of the passageway. The platform will start moving forward. Use the Yellow Gun to deal with the KG Hover Guards. Jump over the blue laser beams when the platform passes underneath them (Fig. 2).

3

Hop off the platform when it comes to a stop and blast the KG Death Bot welcoming committee. Mount your JetBoard and boost up on the circular air vent on the left. Walk along the ledge to find a secret area with Crates containing ammo, a Health Pack, and a cache of Skull Gems. Jump back down and go through the door on the left, then head down the corridor on the right. As you enter the corridor you will be attacked by some Hover Guards. Take them all out, then repel the wave of Spy Bots that will swarm towards you. Advance along the passageway. When you have taken out all the Spy Bots, the laser barriers will disappear and you can advance. Halfway down the corridor you'll see some ammo crates to your right. Hop onto the platform at the end and ride it along. You should be used to skipping over the blue lasers by now, but there's a new and more dangerous obstacle to contend with here. A gun at the end of the track will fire swirls of bullets at you. Position yourself as close as possible to the front of the moving platform and jump over the bullets (Fig. 3). It might help you to time your jumps if you reposition the camera using the right analog stick. Don't worry if you fall off the platform when only a few feet away from the gun, as there's a half-pipe underneath that will break your fall. You can then mount your JetBoard to reach the bridge. Alternatively, if you manage to stay on the moving platform you can just jump off at the end. Go straight ahead to find a secret area (check the map on the left or see Secrets chapter page 173). Exit through the door on the left and drop down. Smash the Crates, then equip the Blue Gun and blast the hordes of Saw Fish that slither towards you.

4

When the coast is clear, leap into the water and press  or  to dive below the surface. Swim under the partition on the right. Quickly climb out of the water and deal with the next wave of Saw Fish. Those critters are pretty relentless! Stand on the small gray switch in the corner and press  then  to execute a Dive Attack. This will open the gate leading to the next area. Get ready to repel yet more Saw Fish. Swim across and hop through. Climb up onto the platform.

5

In the next area you must hop across the moving platforms while dodging the Blade Beaters that are constantly patrolling. Aim for the gap in the right side of the cage. Once inside the cage, hop across the platforms to reach the middle (Fig. 4). Dive Attack the switch to open the exit door. Exit the cage and then ride the platforms along to the right. Jump up to reach the exit on the left of the main room. Go through the door and deal with the Hover Guards. Exit via the door on the far side to complete the mission.

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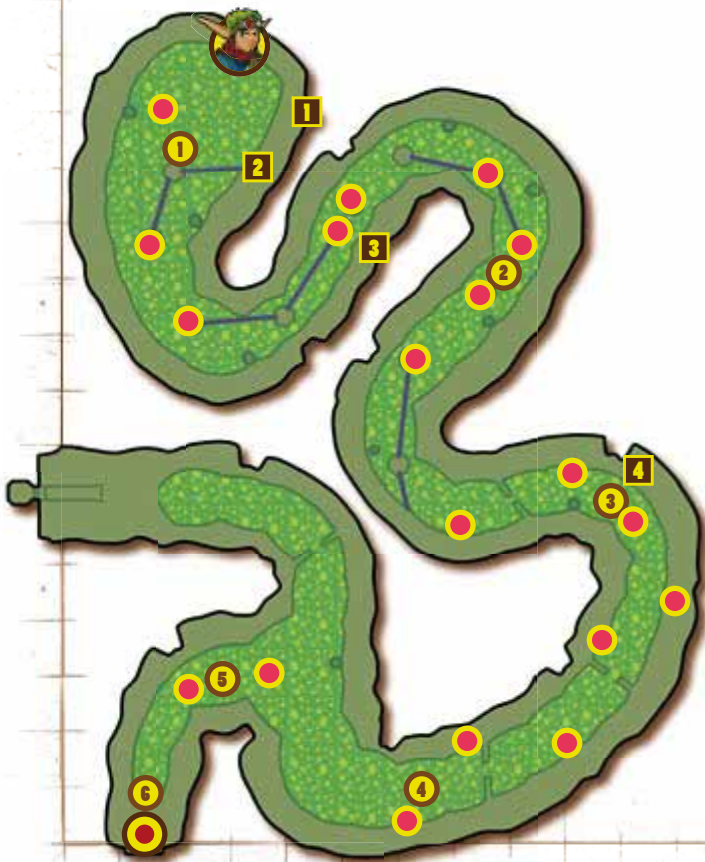
ACT 2.25

Destroy! Dark Eco Tanks

ACT 2.7



Glad to see you back in Haven City, Jak. Things have changed a little since you left, but we can catch up later. For now, I need you to take out a cache of Dark Eco that the Metal Heads are using for their own nefarious ends. Be careful Jak, you're slap bang in the belly of the beast.



1

Enter the Metal Head hive. Green appears to be the favorite color of the Metal Head fraternity. After marveling at the décor you will notice that there's a Dark Eco tank icon on the right-hand side of the screen, with a number showing how many you have left to destroy. There are five in total, and they appear as green flashing circles on the map. The first tank that you must destroy is directly in front of you (Fig. 1). In order to reach the tank you must use your JetBoard to grind the purple tendril in front of you. If you fall directly into the green swamp below, it's instant Mission Failed.

2

Grind the purple tendril to reach the platform, then jump across to the Dark Eco platform. Hop into the waft of air emanating from the purple flower to reach the Dark Eco tank. Press to rupture it. This will trigger a checkpoint, meaning that you will only have to destroy the remaining tanks should any serious harm befall Jak. From your current position, Double Jump onto the previous platform, then grind the purple tendril that stretches up to the next platform (Fig. 2). Hop onto the purple flower and the air jet will propel you all the way across to another platform. Grind the tendril to the next platform, taking care to jump over the knot of electricity in the middle. Grind the subsequent tendril and, again, be sure to hop over the electricity obstacle.

3

Double Jump across to the next platform, then jump into the purple flower's air jet. When you land, grind the tendril upwards to reach the platform. Grind another tendril downwards. Double Jump to the next platform, then jump into the purple flower's air jet. On the next platform, make use of another flower to reach the top of the tower. Hit the second Dark Eco tank. Leap on top of the purple flower and allow the air jet to propel you across to the next platform. Grind another tendril, making sure that you jump over the electricity in the middle. Grind another tendril down from the platform to reach the far side of the swamp. Walk along for a short distance, taking out the Metal Heads that attack you (Fig. 3). Boost across on the purple flower's air jet to the other



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side of the swamp. Jump into the next purple flower's air jet to reach the lower tier of the Dark Eco tank tower. Boost up on the purple flower's air jet to reach the middle tier, then rise up on the next air jet to reach the top. Hit the Dark Eco tank.

4

Jump onto the next purple flower to boost across to the side, then boost on another flower to the opposite side. Walk forward a few steps then boost across on the next air jet to reach the other side, again. Walk forward a few more steps to reach another air jet, which boosts you back across the swamp. The next purple flower boosts you across to the Dark Eco tank tower. Use the air jets on the tower to boost your way up to the top in the usual fashion and Spin Kick the tank. Hop onto the purple flower at the top to boost your way over and safely land on one of the large mushrooms on the swamp bed (Fig. 4). Double Jump across the mushroom platforms to reach another purple flower. Boost up on the air jet to reach the final Dark Eco tank

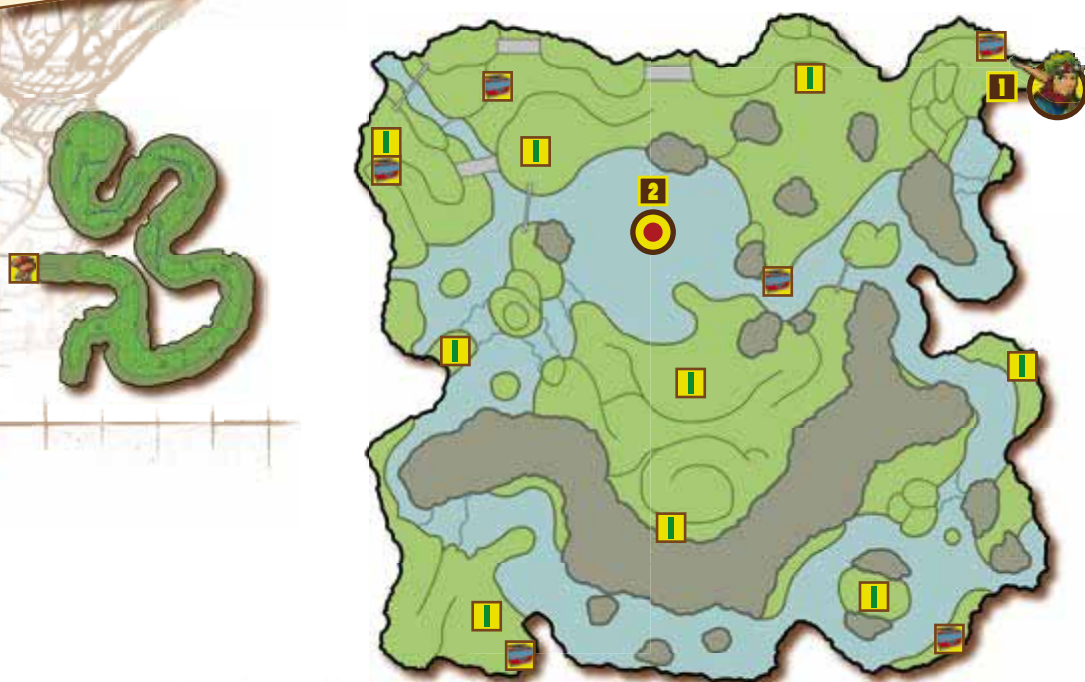
tower. Use the purple flowers to reach the top of the tower. Hit the tank, then boost across on the purple flower air jet to the side of the swamp. Hit the final Dark Eco tank in front of the large purple barrier. Jak will then receive the Dark Strike power. Press **(R)** to hurl a Dark Eco projectile. Use your new skill to blast your way through the barrier and end the mission.



Kill Dark Plants in Forest

ACT 2.8

Time for a spot of gardening, Jak. Use your JetBoard to scoop up Green Eco and destroy the Dark Eco plants growing in the forest.



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1

After using Dark Strike to escape the Metal Head City you will receive a message from Samos via the talk box. He wants you to go to Haven Forest to sort out a spot of Dark Eco infestation. Head back inside the Metal Head City and head in the direction of the red tree icon on the map. Take the left fork, then walk up the ramp and through the security gate to reach Haven Forest. The beam of light will show you where you must go to start the mission. The patches of Dark Eco plabts will appear as flashing purple icons on the map. The Green Eco vents will appear as small green dots. Skate across to the first Green Eco vent, which is surrounded by a beam of light. To complete this mission you must destroy all the Dark Eco plants by using the JetBoard to spread Green Eco over the plant beds (Fig. 1). You can also use the JetBoard's Repulsor attack for an even wider burst of damage, by pressing .

2

When you have destroyed almost all the plants a counter will appear on screen indicating that you have ten left to dispose of. Once you've eliminated these last stubborn few, a group of ancient pillars will rise from the center of the lake (Fig. 2). Jump into the beam of golden light to receive the Shoulder Armor. Exit the forest to end the mission.



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


ACT 2.9



Destroy Eco Grid with Jinx

You're doing well Jak. We're all proud of you. Now it's time to team up with Jinx. Remember him? Good, 'cause he's relying on you to protect his hide on this mission. We need to blow up four critical Power Junctions. Jinx knows what to do, but he needs someone watching his back while he takes care of business.

1

Another straightforward mission. After leaving the Forest, walk down the steps and look to your left. You'll see a Flyer built for two. Press  to hop aboard and join Jinx who is waiting for you. Press  to accelerate and head for the blinking green circle on the map. Fly in the upper hover zone (press ) to avoid the obstacles in the swamp. When you reach the first Power Junction, press  to stop and let Jinx out. He will then do the business while you take out any bad guys that might be lurking nearby (Fig. 1). Check his personal onscreen health meter to see how much damage he's sustained. Jinx will then hop back into the vehicle and you can take him to the next Power Junction. Be warned, the

junction boxes will explode a short time after Jinx has rigged them, so be sure to beat a hasty retreat as soon as he climbs back into the vehicle. Repeat until Jinx has destroyed all four to complete the mission.



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ACT 2.25

Pecker's Pathway Advice



Everyone knows that three is a very mystical number. You have reached a point in your adventure where you have three choices; a trinity of future trials and tribulations, if you will. Which way do you go? Do you opt to speak to Ashelin, or do you pay a visit to Sig or Torn? How you two imbeciles choose to get yourselves killed is entirely up to you, of course. Whether it's a Metal Head or Krimzon Guard hearth that gets a brand-new Ottsel-skin rug is a matter to which I'm supremely indifferent. The spirits, however, are telling me that you should go talk to Ashelin. Start with her, then complete all the missions on the left side of the Flow Chart (see page 84) before tackling the missions on the right side of the chart. That way you'll have the Purple Gun and Red Gun 3 as soon as possible.


Hijack Eco Vehicle

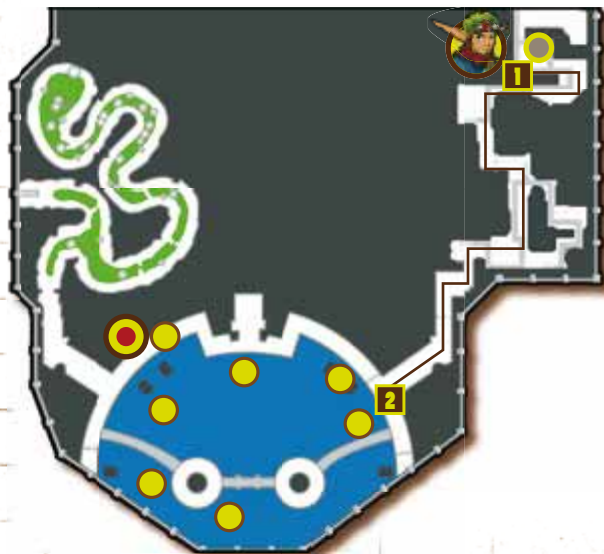
ACT 2.10





Hi, Jak – got time for a hijack? There's a shipment of Dark Eco arriving in the city. We need you to 'borrow' the vehicle transporting it and drive it back to the Naughty Ottsel. Whatever you do, don't lose that shipment!

1 After you've helped Jinx to destroy the Eco Grid, Ashelin will contact you over the radio. If you wish to undertake her mission, head for the green flashing circle on the map. The Eco Vehicle will be bathed in a beam of golden light. Press  to enter the vehicle, and immediately hold down  to accelerate. A short cut-scene

will show a missile launch. As soon as you have control of the vehicle, continue to hold  to zoom forward. Steer your vehicle in the direction of the big red arrows (Fig. 1). Try to stick to the upper hover zone to make it more difficult for the enemy troops on the ground to hit you. The vehicle is very hard to control at speed, especially with heat-seeking missiles on your tail. Generally, it's best to favor gradual turns over sudden movements: the Eco Vehicle is very twitchy, and a single collision can lead to a fiery and abrupt conclusion to the level. Unless you're in particularly fine form, expect to meet with the Mission Failed message several times before eventually reaching the Port.



2

When you reach the Port, you'll trigger a checkpoint... but the missiles remain on your tail. Should you die from this point onwards, remember to hold  down from when you see the Mission Failed screen, or you'll crash again. As Dexter will frequently remind you, it's necessary to distract the missiles by hitting the decoy beacons that are floating on the water. These beacons are represented by green flashing dots on the map. A countdown will be displayed at the top of the screen. Press  to switch to the lower hover zone, then head towards one of the blue-domed targets (Fig. 2). Fire from a reasonable distance with your Yellow Gun to activate it and, when you draw near, one of the chasing missiles will be lured away and explode. Leave it too late to score a hit and you may find that the missile fails to gain a 'lock' on a beacon. Furthermore, activated beacons sometimes return to the water after a short period of time and must be shot once again. You should also be careful not to make long sharp turns at any point. The Eco Vehicle will slow down if you do, but the pursuing missiles will not. Ouch!

Once you have used the last beacon to destroy the penultimate missile, you will be dismayed to discover that you still have a solitary but oh-so-deadly rocket on your six. Worry not. Head with due haste for the last green flashing circle on the map to complete the mission. Unless you happen to be orange, covered in fur and answer to the name of Dexter, you should sit back and enjoy the ensuing explosion...

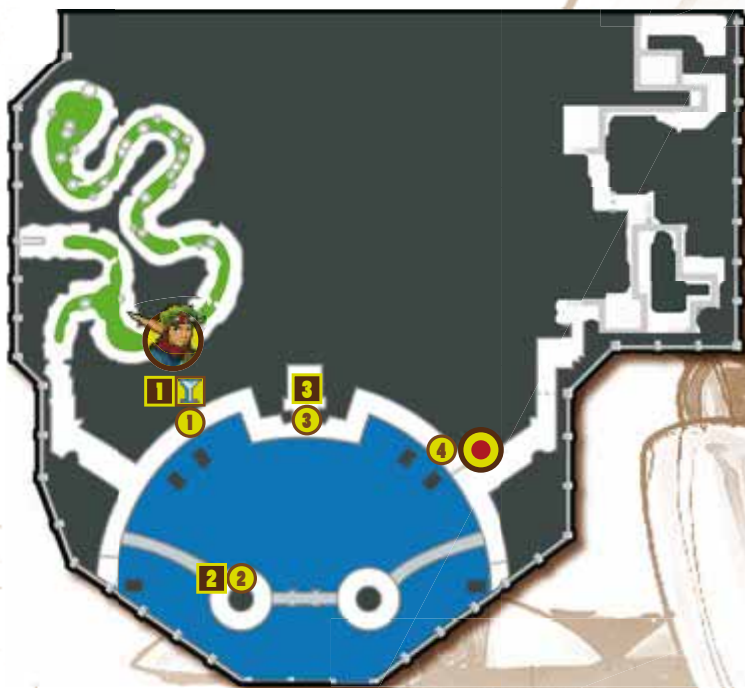


ACT 2.11



Defend Port from Attack

The Port's been hit, Jak. It's carnage out there. We need you to repel the enemy at key points. Above all, stop them reaching our base here at the Naughty Offset. You've got your orders, soldier - now move out!



1

Head for the Naughty Ottsel, where you will find Torn sitting on his own in a booth on the left.

This mission is unusual in the fact that you only have a fixed top-down view of the action. Think of it as a return to 'old school' gaming! You will only have the use of one gun at a time, although more powerful weapons will appear randomly throughout the battle. Pick them up and use them instead of your default weapon, the Yellow Gun, which has unlimited ammunition. You have to be quick to grab them or they'll disappear. However, these upgrades do not last forever. Once you have fired your last shot, you'll go back to wielding the Yellow Gun. Your only task here is to repel all comers at four different hot-spots in the Port (Fig. 1). Occasionally, Freedom League fighters will join you and help out – be careful not to shoot them. Some downed enemies will drop Health Packs and Light Eco pills. At the first stand-off point you will only have to deal with Spy Bots and KG Death Bots. When you've polished them off you'll receive a message from Torn via the talk box instructing you to move on to the second position.

2

Should you find yourself surrounded, try unleashing a special Weapons Move (turn to page 26 to learn more). For example, you can press **X**, then **R** and then **C** to spray all enemies in your vicinity with a volley of bullets. When you arrive at the second battle you will trigger a checkpoint. This time your adversaries will be Metal Head Grunts and Stingers. Just keep moving and unleashing Weapons Moves and you'll have no problem repelling the enemy hordes. When you've taken them all out, Torn will tell you to move on to the next position. This occurs automatically.

3

Once again, a checkpoint is triggered as you arrive. This section is a little different, as you must protect four civilians. When the firing starts the civilians will sensibly lie on the floor and cover their heads. Your job is to stop the Stingers, Grunts, Robo-Goons, Spy Bots and KG Death Bots from killing the civilians. Simply keep firing away in your usual fashion to keep the monsters at bay (Fig. 2). Don't worry about accidentally hitting the citizens as they are immune to your bullets. If all are killed, it's Mission Failed. As long as at least one civilian survives, and you've taken out all your opponents, Torn will instruct you to move on to the fourth and final fight. Your enemies at this position will be Spy Bots and two Blast Bots. Eventually the Blast Bots will start throwing bombs at you. Press **C** to hit these back at them. Although this is the most difficult part of the mission, you will be aided by Freedom League fighters and lots of Health Packs. Destroy all enemy fighters to complete the mission and earn Torn's praise.



01



02



Beat Gun Course 2

ACT 2.12

Hello my wittle snookums! And hello to your sidekick too, I guess. He's not getting any cheerier, is he? How about looking on the bright side and turning that frown upside down, Mister Glum? No one likes a grumpy pants. Why don't you follow Dexter's example? He doesn't wear pants, but if he did, you just know they'd be happy pants. Wouldn't they, my little angel? Okay, I've got a tasty piece of hardware that will be just perfect for your adorable little paws. First, though, you've got to prove to me that you're worthy by completing this second Gun Course. Go get 'em, Dexter! You can take your friend too, I suppose...

1

To start this mission, follow the target icon to reach Tess in the shooting range. After the cut-scene the mission will start automatically. This course is more difficult than the first because you only have the Red Gun – and we all know how slow and inaccurate that can be! Your ammo will be topped up before you start the course. The Goal is to reach 11000 points, and there's very little margin for error this time. You'll encounter the same targets and civilian hazards as before, but you'll discover that the course appears to be geared towards use of the Wave Concussor. Be warned, though: if you charge it up too much, it may take out civilian targets as well as the enemies. Your best bet is to charge it only when necessary. You should also be diligent in collecting all available ammo – the Wave Concussor consumes it at a voracious rate. As ever, make sure you get all the gold targets, as they will significantly boost your score. Some of the gold targets carry shields, so you will have to hit them twice in order to score points (Fig. 1). If you've accrued a suitable total by the end of the course Tess will reward you with the Plasmite RPG upgrade for the Red Gun.

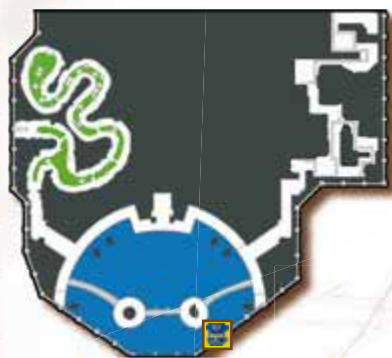


ACT 2.13



Race for More Artifacts

The sandstorm's uncovered a whole new set of Artifacts, Jak. You know the rules around these parts: it's 'finders keepers', baby! Take the buggy and try and get to them before the Marauders get to you.



1

First head for the blue transporter in the Port. Press **A** to take a ride on the transporter out to the desert. When you arrive, make for Kleiver's garage where you will meet Sig. This mission is very similar to the previous Race for Artifacts mission (see page 54). You begin with 23 seconds on the timer at the top of the screen. Race to the first Artifact before the countdown reaches zero. Just as before, the Artifacts will appear on the map as flashing green circles. You can spot them from far away as they are surrounded by a golden beam of light (Fig. 1). Marauder vehicles will be a constant nuisance, chipping away at your energy with gunfire and attempting to ram your vehicle. Whenever possible, destroy them and collect their Turbo Boosts en route to each Artifact. The only really difficult part of the mission occurs near the end: you must jump over three broken bridges in quick succession. If you don't jump, then you'll almost certainly not make the next Artifact in time, but the leaps are quite perilous. Make sure that you build up sufficient speed before attempting them (Fig. 2). When you hear Daxter yell "That's the last Artifact, Jak," head for the next beam of light to collect the Holo Cube. You will then have just a few more seconds to reach the safety of the garage, where Keira will contact you over the talk box.



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02



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ACT 2.21

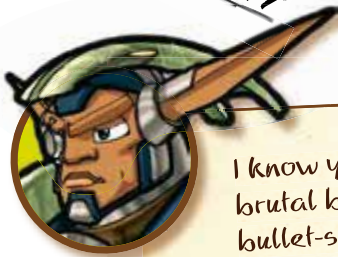
ACT 2.22

ACT 2.23

ACT 2.24

ACT 2.25





Destroy Metal-Pedes in Nest

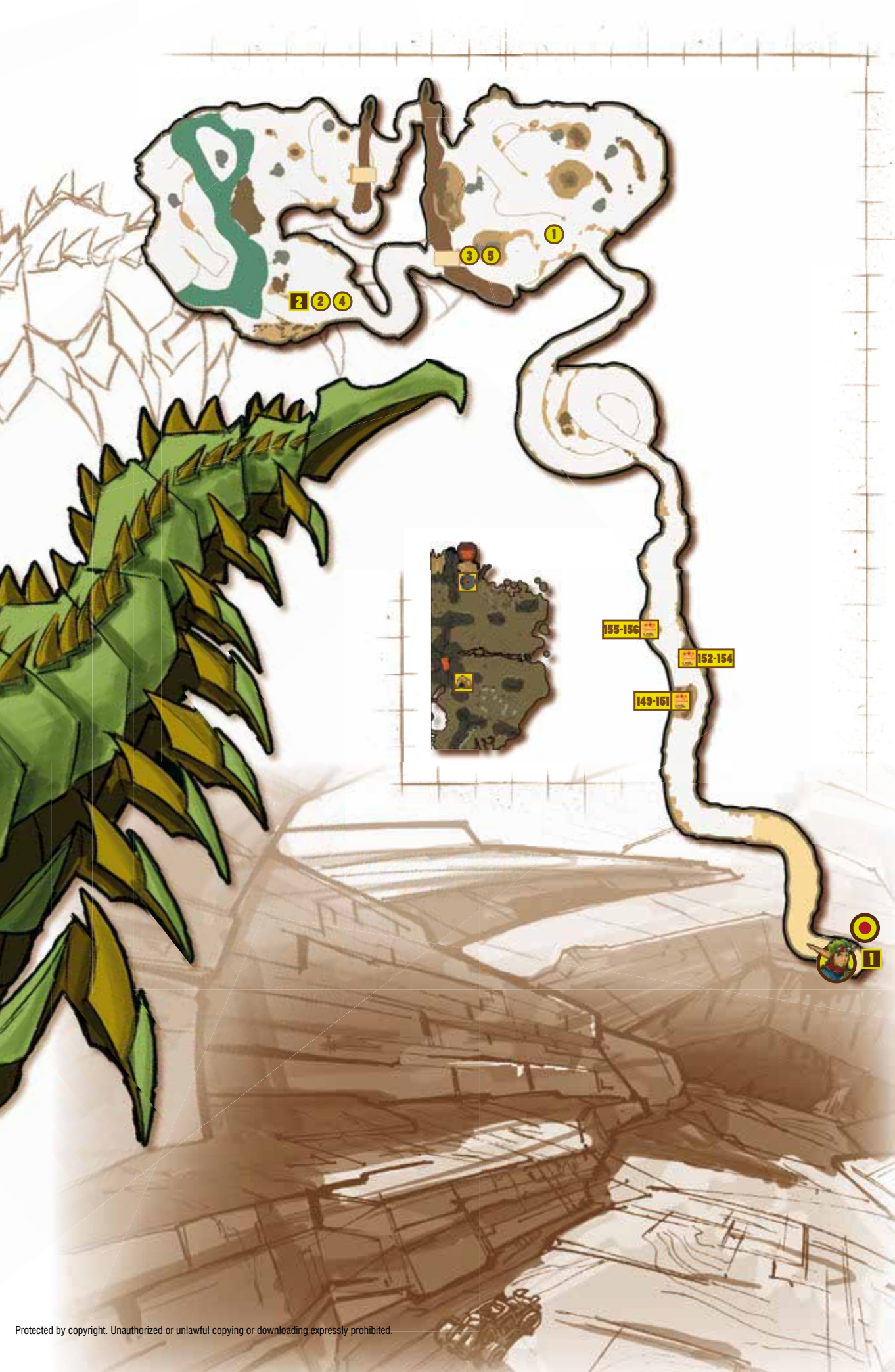
I know you've already cleared out the Nest, Jak, but some bigger and more brutal beasts have moved in. Let's drop by and give those suckers a warm, bullet-shaped welcome before they get too comfortable. There's a Light Eco Crystal waiting for you at the end if you can pull it off. Now burn those wheels, boy!

1 Sig will contact you over the talk box and tell you about a little problem he's having in the desert Nest. Head off in the direction of the mountain icon on the map. You've been here before so you should know the way into the Nest. On the right of the screen you'll see a Metal-Pede icon and your current tally. There's also a small gauge underneath the icon which indicates how much life energy the Metal-Pede has left. You have five in all to destroy. They will appear as green circles when underground, or red circles when rearing their ugly heads from the depths. As you approach the first cave where the Metal-Pede is thrashing about it's tempting to drive straight at the monster and start firing. First, though, you should note that the Metal-Pedes perform three main actions above ground. The first is to rear up before diving back into the soil. This is your best opportunity to attack. Their second action is to make a quick dive from one point in the soil to another. The third is to emerge slightly from the ground and unleash an extremely powerful laser attack that can seriously damage your vehicle. This is a good time to flee or, better still, find some cover.

You can keep moving if you wish, but some might prefer to stay close to the mouth of the cave and pick off the Metal-Pede from a safe distance (Fig. 1). Make sure that you also shoot the Pod-Spiders that try to swarm your buggy.

2 Once the first Metal-Pede is destroyed, drive deeper into the cave and head across the small bridge. You can take out the second monster by hanging back in the tunnel and sniping at the behemoth whenever it emerges from the sand. For Metal-Pede number three, drive back down the tunnel and park on the small bridge (Fig. 2). Once again, you can dispatch your opponent from here without being attacked yourself (bar the ever-present nuisance of those pesky Pod-Spiders, of course). Your fourth target is back in the cave where you pulverized number two, so head back there, camp on the edge and snipe away at your quarry. The fifth and final Metal-Pede is back in the other cave, so park up on the small bridge again and do the business. When the final Metal-Pede explodes with a big green splat, drive into the golden beam of light on the left to collect the Light Eco Crystal. All you have to do now is exit the Nest by aiming for the gray tire icon on the map. Mission accomplished!





Chase Down Metal Head Beasts



Quantum Reflector? Funny you should ask – I've just sold that very artifact. Business is business, lads, and this was a nice bit of trade. Lovely bunch of Metal Heads, they were. You might be able to catch them if you hurry. Don't look so shocked! A guy's got to eat, hasn't he? I mean, look at me: I'm wasting away here! Who knows where my next meal is coming from? Although if that nasty orange rat of yours doesn't stop glaring at me, I might just hazard a wild guess...



I To start this mission, head for the fist icon on the map and chat to Kleiver. All you have to worry about here is aiming and shooting your gun, albeit with inverted controls, as Sig is doing the driving for once. The Metal Heads will appear on the map as flashing green dots. A yellow arrow on either side of the screen will indicate the position of the nearest enemy. When you have one in your sights, the target reticle will turn red. Simply press **R** to shoot at the beasts until they groan and slump to the ground (Fig. 1). Follow Sig's advice and aim for the head. Most of them are large, lumbering creatures that present an easy target. However, they will also launch bombs at you, which will cause damage if they hit. You should try and shoot them out of the air whenever possible – and especially so if they're on a direct course for your buggy. Eventually, flying Metal Heads will soar into view. They will fire rockets at you, so take them out as quickly as possible. They're smaller and more difficult to hit, but your gun has a good range

so you shouldn't have too many problems. Once you have defeated all the Metal Heads, drive into the beam of golden light to collect the Quantum Reflector.



01

ACT 2.16

Defend Spargus' Front Gate



We are cut from similar cloth, young warrior. Both of us carry heavy responsibility on our shoulders. But we do not let it drag us down; we bear it with courage and dignity. It is time for you to prove yourself once again, as Marauders are approaching the walls of the city. Intercept and prevent them from storming our stronghold!



1

After speaking to Damas in his palace, follow the tire icon on the map to reach the garage. Choose a vehicle, preferably the Gila Stomper with its auto-targeting gun, and drive through the main gate. Sticking very close to this area, press **(R)** to fire at any Marauder vehicles that appear. You will notice an icon on the right side of the screen with the number of catapult vehicles that you must destroy: 13 in total. They will show up on the map as flashing red circles. You will have to fire many, many rounds of ammunition at the larger armored vehicles before they explode (Fig. 1). If one of these manages to unleash a shot from its catapult it will cause considerable damage, so you must get to them as quickly as possible. The orange dots on the map represent flaming vehicles that will crash, kamikaze-style, into the gates. They only inflict a small amount of damage. In the top left-hand corner of the screen you will see a damage meter for the

city walls. This will be reduced every time the Marauders manage to score a hit, with catapult attacks causing the most damage by far. As a rule, you should concentrate your fire on the larger vehicles, moving to attack them the moment they appear on your radar. Your second priority should be the flaming vehicles, and you should only concentrate your fire on common attack buggies when there is nothing else to attack. Once all the vehicles are destroyed, the Beam Generator will appear in a shaft of golden light. Collect it. You will then receive a mysterious radio message from Seem.

Take Out Marauder Stronghold



Brave, are you? We'll see. After the Marauders' recent surprise visit, we've decided that it would remiss of us not to reciprocate in kind. We need you to storm the Marauder stronghold and thank them personally for their gifts of fire. Be sure to extend our 'gratitude' to every single soldier, Jak.



1

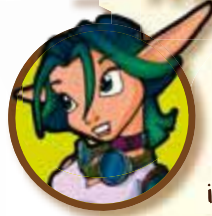
After Seem's message, drive back to the garage and get the Dune Hopper, if you don't already have it. Exit the garage and you will see that a fort icon has appeared on the map. Drive towards it. When you reach the river, head for the damaged bridge that leads to the central island. Hold and release **[L]** to jump over the two broken sections. Drive into the stronghold. Now all you have to do is repel 60 Marauders for several minutes! Use the Blue Gun as much as possible, especially the Arc Welder upgrade. The Marauders will try to surround you, fiercely waving their sabers. Just keep firing away and moving around to avoid getting trapped in any one place (Fig. 1). Catapults will fire burning missiles at you from outside the stronghold. If they hit, they will inflict some serious damage: so be careful! When your energy is low, fallen Marauders will occasionally drop Health Packs as well as ammo.

2

When most of the Marauders are destroyed, four vehicles will flee towards the desert. A countdown will appear at the top of the screen, and you must chase each vehicle in turn. They appear as flashing green circles on your radar. Other Marauders will attempt to deflect you from your task. Take them out and collect their Turbo Boosts, which you can use (press **[R2]**) in order to catch up with your quarry. Head through the cave to reach the first Marauder. Skirt around the village to reach the second and across the open desert to reach the third and fourth. When you have destroyed them all, drive into the golden beam of light to get the Prism. Samos will contact you via the talk box with some important information.

ACT 2.18

Beat Pillar Ring Challenges



Jak, it's time to put all those items you found in the Wasteland to good use. Legend has it that the Forest Pillars are linked to some sort of ancient planetary observation system. I'd love to know if it's true or just another myth. You can use my JetBoard to make your way around the Forest.



1

Follow the icon on the map to reach the Forest, where Jak will be faced with a tricky JetBoard challenge.

On the right-hand side of your screen you'll see a picture of a statue and the number 5 next to it. Head for the first statue and punch or kick its nose. You now have just nine seconds to quickly mount your JetBoard and follow the blue vapor trail that will lead you to the first blue ring. You must chase after the trail as it leads you to the next blue ring. The timer at the top of the screen will show you how many seconds you have left to reach the next target. Occasionally you will have to grind logs to reach the next ring (Fig. 1), but don't worry if you fall off: it may be possible to reach the ring on foot. Most of the time, though, you'll need the JetBoard in order to reach the next ring in time. When you have reached the last ring in the first series, the statue will explode and a pillar will rise from the water.

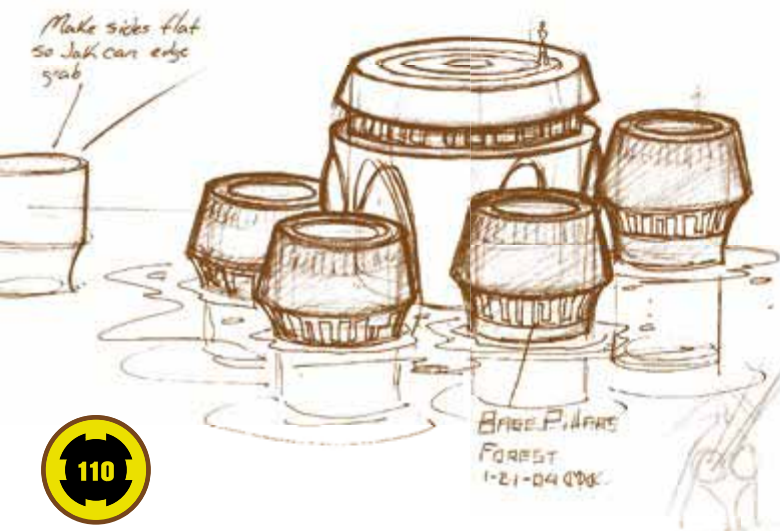
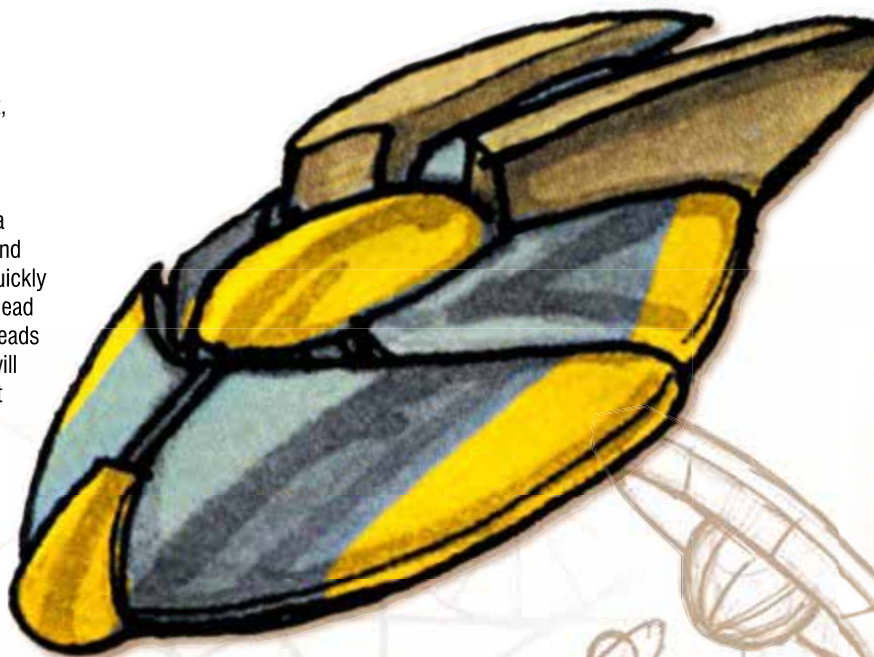
2

Skate round to the second statue, the location of which will also be surrounded by a beam of light. It will burst out of the earth. Punch the statue squarely on the nose to activate another blue trail.

You must follow the trail within the strict time limit. When you've completed the set, another pillar will rise from the water. Head for the next beam of light and the third statue will emerge. This is the most difficult series of rings so far. You must grind two narrow bridge slats and a log (Fig. 2), then jump over some wide gaps. The trick is to skate straight onto the slats without jumping, but jump onto the logs. Don't worry if you have trouble completing this section at first, as a checkpoint will be activated after each statue is destroyed. Although this is quite a difficult mission you'll find that, after several attempts, you'll be able to memorize the order of the rings and then complete the mission with relative ease. It's 'simply' a matter of practice!

3

The fourth statue trail is much easier than the previous one. Most of the rings are in the water and easy to reach. The last statue is quite high up, so you must climb a winding path to reach it (Fig. 3). You'll have to grind the narrow slats all over again, so let's hope you got plenty of practice last time. Once you've completed the final series of rings, head for the pillars in the center of the lake. Jump across the pillars, which will then rise. When you reach the center pillar, you'll use the artifacts you collected in the desert to activate the Astro-Viewer. Watch the cut-scene to learn some worrying information about the Precursors. Jump down from the tower and head for the exit.

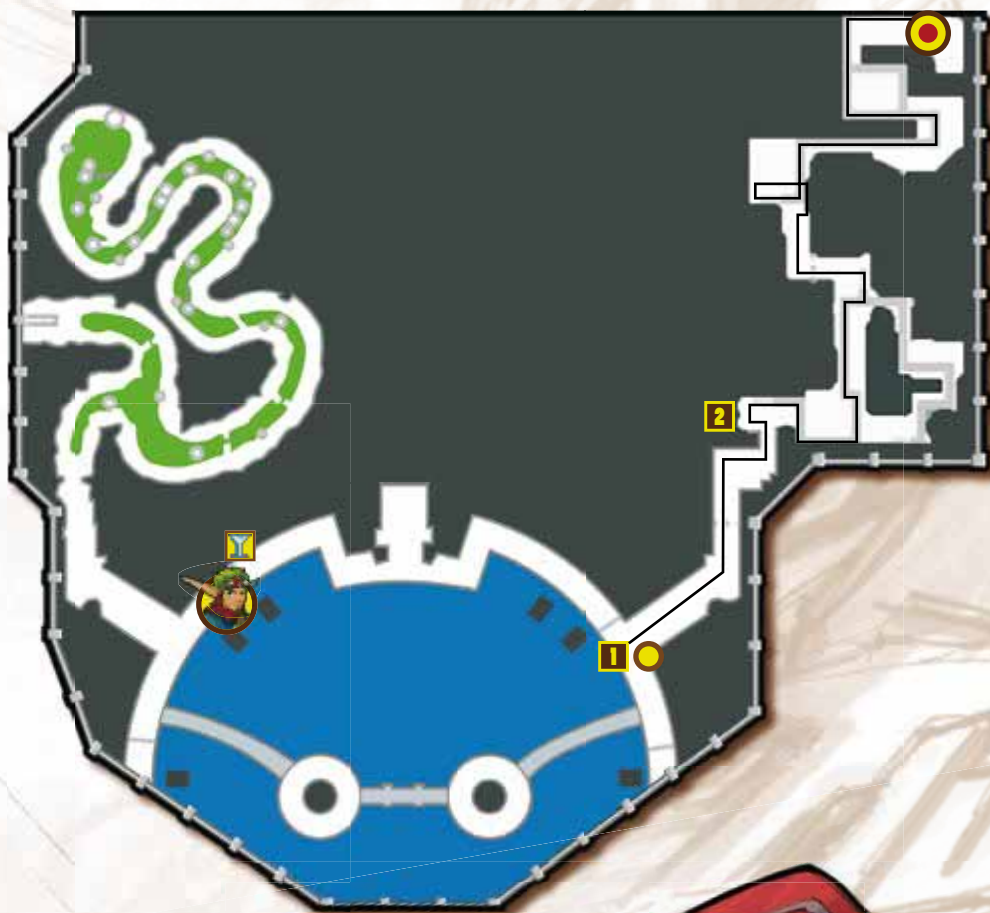


ACT 2.19

Break Barrier with Blast Bot



Right boys: I've got a brilliant plan! I managed to 'acquire' a Blast Bot... but I can't tell you how, or I'd have to kill you. Only joking! Or am I? Anyway, I've rigged it up with a remote control device and packed it full of explosives. If you can guide it through the KG sector to the Freedom League barrier, we can blow that baby to kingdom come and link up with our buddies on the other side.



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1

Head for the Naughty Ottsel to meet up with Torn. Everyone will have a favorite Jak 3 mission... and this probably won't be it! At first, you will be pulling your hair out with frustration while trying to complete this task, but there's actually a way of completing it with a minimum of grief. Read on!

The most important point to note is that the Blast Bot is incredibly slow and cumbersome to control – but that's all part of the fun! Use the left stick to move and the right stick to pan the camera around so that you can see behind you. Note that the right stick is inverted for this mission. The green damage gauge at the bottom of the screen will show you how many hits you've taken. Hit the red zone and it's Mission Failed time. Your destination is marked on the map by a flashing green circle. As you lumber on your way, press **R** to fire a laser beam at the KG forces that attack you (Fig. 1). Don't attack the guys in blue. They're on your side and will try and take out the KG troops as you make your slow but steady progress. The small bots are easy to deal with, but the Blast Bots will reduce you to rubble if you're not careful. You'll also need to keep checking behind you as KG forces will often attempt to sneak up on you. They will appear on your map as red dots.

2

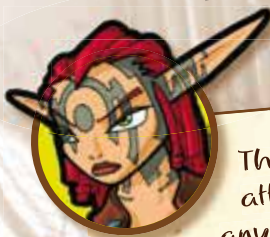
If you try to storm your way through this mission, you will fail; the firepower ranged against you is simply too great. The way to reach your goal with barely a scratch is to use the walkways (Fig. 2). It's much more difficult for the Blast Bots to hit you when you're up there, and you can easily deal with the other small fry that try

to stop you. You will occasionally have to leave the walkways and cross through to another area, but only for a short distance. Simply head on up the next walkway. This will eventually lead you to a point right in front of your desired destination. A cut-scene will then kick in as the barrier blows. Success! For all your efforts, you will receive the Purple Gun 1 Peace Maker upgrade.



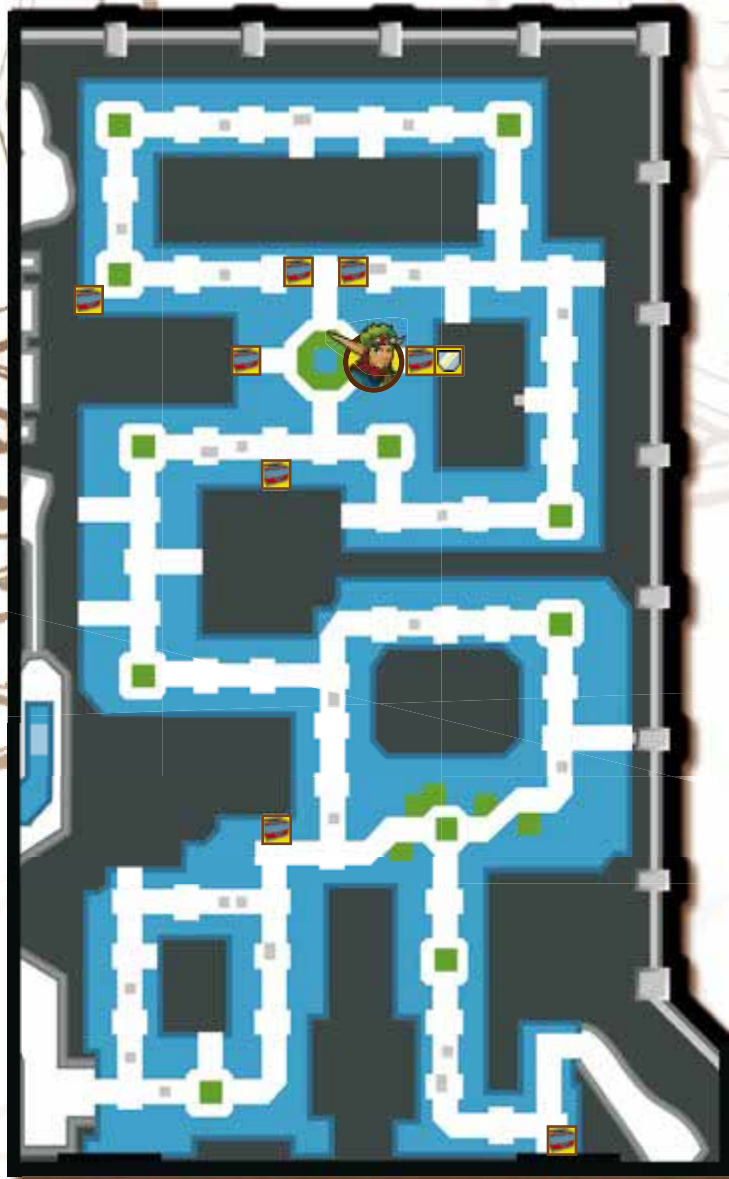
ACT 2.20

Defend HQ from Attack



Thank goodness! It sounds like the HQ is under attack. I know it's a pretty serious situation, but anything that stops Dexter babbling on about his 'heroic' adventures comes as a blessed relief! I suppose you'd better go outside and try and put a stop to it, Jak. And please: take Mr. Big Mouth with you!





1

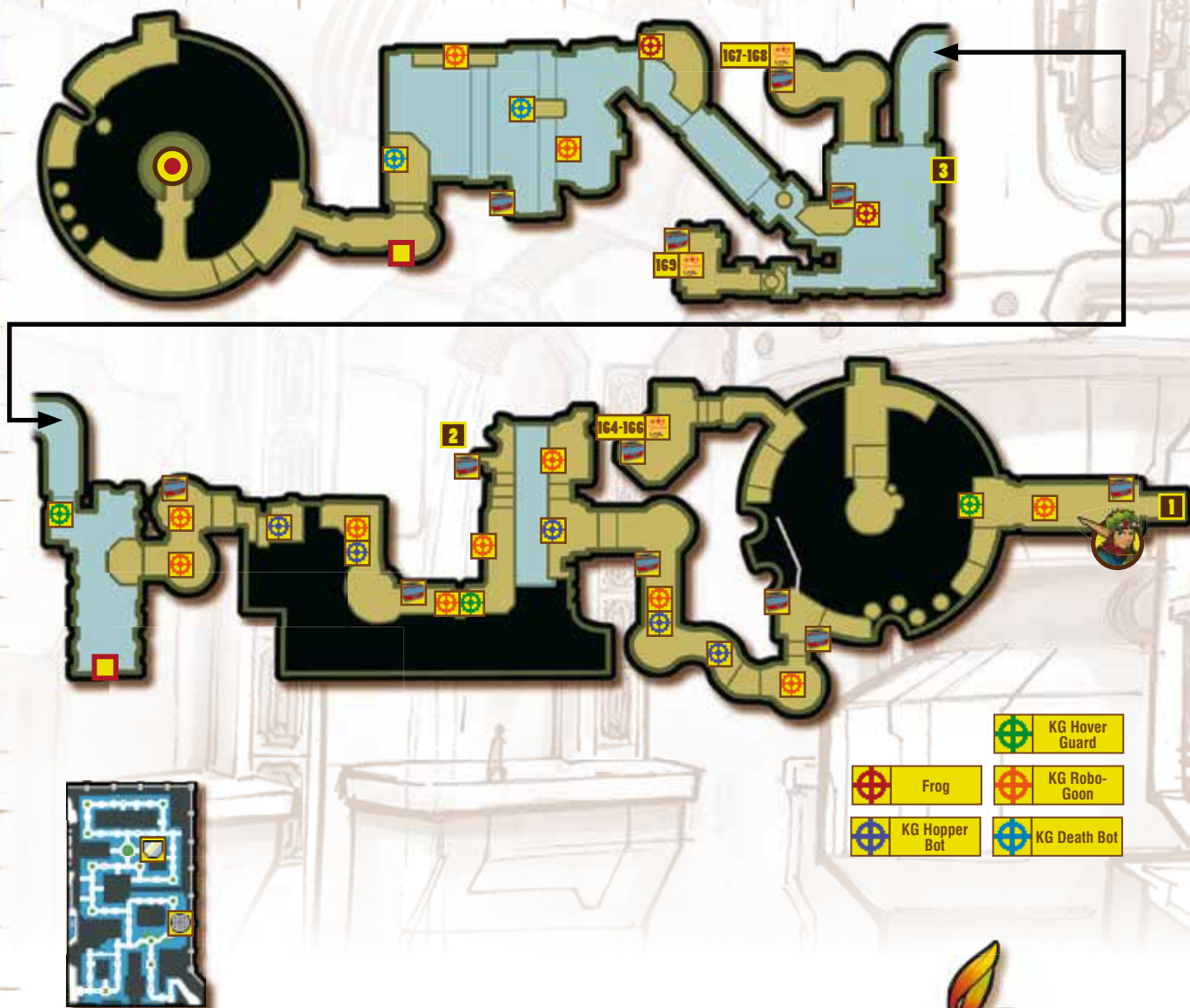
Now that the barrier is down you can reach the HQ by following the shield icon. After watching the cut-scene, head outside to repel the invaders.

A large KG transporter will be flying around the grounds of the HQ. It is shown as a flashing green circle on the map. Occasionally it will stop and unleash a variety of bots that you must destroy. They will appear as blinking red dots on the map. There are plenty of crates to be found in this area, some of which contain Health Packs and many of which contain ammo. Freedom League troops will also be there to help you, so let them take care of some of the bots while you concentrate on the transporter. When you see some large red targets surrounding you on the floor, jump out of the way quickly before a load of missiles get dumped on your head (Fig. 1). Sometimes you can actually lure enemy bots into the path of the missiles. Shoot at the four electrified thrusters on each corner of the transporter to destroy them. The Purple Gun will target all four thrusters at once, so use it as much

as possible. The first transporter will then explode and two more transporters will appear. Eventually one or both of the transporters will unleash a blue laser beam that you must hop over to avoid taking damage. Use the same method as before to destroy the transporters and complete the mission.



01



ACT 2.2! Find Switch in Sewers



As you know, Jak and Daxter, I have always been on your side. Onin says that the Eco Grid in the Power Room will help you to open the KG War Factory doors. But to reach the Power Room, you'll have to go down into those nasty, smelly sewers and find the Junction Box. Bye now! Have a nice time! Don't let the door hit you on your heroic butts on your way out, idiots...

1

After defending the HQ, follow the shield icon to join your friends back in the control room. Following the cut scene, exit the HQ and head for the gray manhole cover icon.

When you enter the sewer you will immediately be confronted by a KG Robo-Goon and Hover Guard welcoming committee. Take them all out, then head down the steps to the left. Double Jump over each


of the four pipes, carefully avoiding the toxic steam. You'll find ammo and health crates on the other side. Go through the door on your left. Take out more Robo-Goons, and some new friends: yappy little KG Hopper Bots. Head down the corridor, and jump over the twin laser beams. Take out the next pack of Robo-Goons that come at you, then jump over two more lasers. Go up the stairs and deal with yet more Hopper Bots and Robo-Goons. Cross the stream and climb the stairs on the left (Fig. 1). This will trigger a checkpoint.

2

Shoot the next wave of Robo-Goons and Hover Guards before following the passageway round to the right. Jump across the triple laser barrier before dealing with more Robo-Goons and Hopper Bots. Hop across the small stream of water to reach the next ledge. Take out more Hopper Bots. Follow the corridor round to an area where you'll find more ammo crates and Robo-Goons. Hop over the red waves emanating from the beacon on the left. Should you come into contact with one of the waves, laser beams will start to rotate around the beacon (Fig. 2). Hop over them to reach the big red switch: it's just begging to be hit. This opens the gate on the other side. Three Hover Guards will fly through and confront you. Dispatch them instantly, then go through the open gate.

3

After watching the brief amusing interlude, you'll emerge in a pool of Frogs. Climb out and shoot the Frogs to collect lots of Dark Eco. There's a handy Health Crate on the side. Head up the pipe, moving

against the flow of the water. Double Jump on the retracting platforms to reach the top, where you'll get to shoot more Frogs. Swim under the grate by pressing . Step into the shallow water and shoot the Robo-Goons. Jump up the rotating steps on the left side of the waterfall (Fig. 3). Grab some ammo and Health at the top before crossing over the waterfall by Double Jumping over the platforms. Take out the KG Death Bots on the middle platform, then carry on to the other side and Double Jump the steps on the right. Leap up, then hop onto the ledge on the right. Kill more Robo-Goons, then cross the stream to the left by jumping over three moving platforms. Deal with the Death Bots on the other side. Approach the Junction Box and you will get a message from Pecker to let you know that the Power Room door is now open. Go through the door on the right. Jump up the stairs, then cross the bridge on the right to exit the sewers.



01



02



03



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Find Cypher in Eco Grid

ACT 2.22

When you first look at this mission you might think it's easy, Jak, but don't be fooled. You have to guide my tiny little head – not shown to scale – around a circuit board covered in yellow data pellets. The worst thing about it is that it's so addictive, you'll struggle to stop playing. But we have a war to fight, Jak! We can't sit around playing silly videogames, however addictive they may be. Do you hear me? Put it down!

1

Exit the Sewers, then make your way to the Power Room by following the yellow lightning flash icon on the map. It's actually on the walkway directly above the Sewers. Once inside, watch the disturbing cut-scene featuring yet another face from the past before Daxter gets inserted into the computer. This top-down puzzle game is much harder than it looks; Daxter cannot turn around and he can only move in a clockwise direction! You must guide Daxter round the course, eating up yellow data pellets as he goes, until he has swallowed all of them (Fig. 1).

The only problem is that a tiny creature is trying to eat him. If it catches up with Daxter, you'll fail the mission. There's another equally tiny machine on the grid that is laying down more pellets as fast as Daxter can chew on them. Daxter must chase the machine and gobble it up. It will then temporarily disappear. Use the left stick to guide Daxter, taking care to avoid the monster at the same time as chasing the Eco machine. The orange rectangle that moves around the grid will show you where your enemy is at all times. You can press to speed up, but be careful where you're going. The trick is not to stay on the same path for too long or the hungry cyber-creature will find you. Keep switching paths as often as possible and you'll eventually collect all the pellets. Pick up the Cypher Glyph from the center of the grid to end the mission.



ACT 2.23

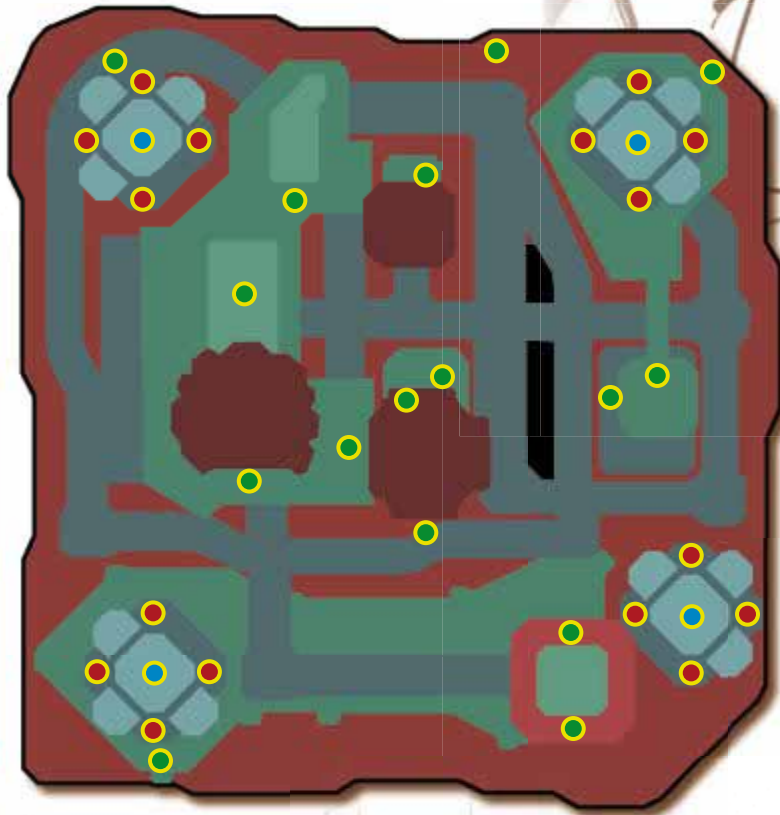
Destroy War Factory Defenses

We've got the keycode to enter the Factory. It's time to penetrate the inner core of the enemy stronghold. We have to find out what those crazy bots are doing in there, and where they're all coming from. Who is behind this? I've got to know: the suspense is making my tattoos itch. It's going to be dangerous, but I know just the man for the job, Jak.

1

Head back to the HQ by following the shield icon on the map. After the briefing look for the Hellcat Cruiser (it will be marked on the map by a mini-Hellcat Cruiser icon). Go through the door, watch the cut-scene and fly towards the War Factory. You will immediately notice a damage meter at the bottom of the screen, and on the

right you will see an icon with the number of targets that you must destroy. There will be 16 targets in total in the first round. The targets will be situated in groups of four on a quartet of separate towers. The blue symbols indicate your remaining bombs. Press to launch them at enemy fighters in the air and tanks on the ground. Press to fire your Hellcat guns at the targets – these will appear on the map as yellow circles (Fig. 1).



01

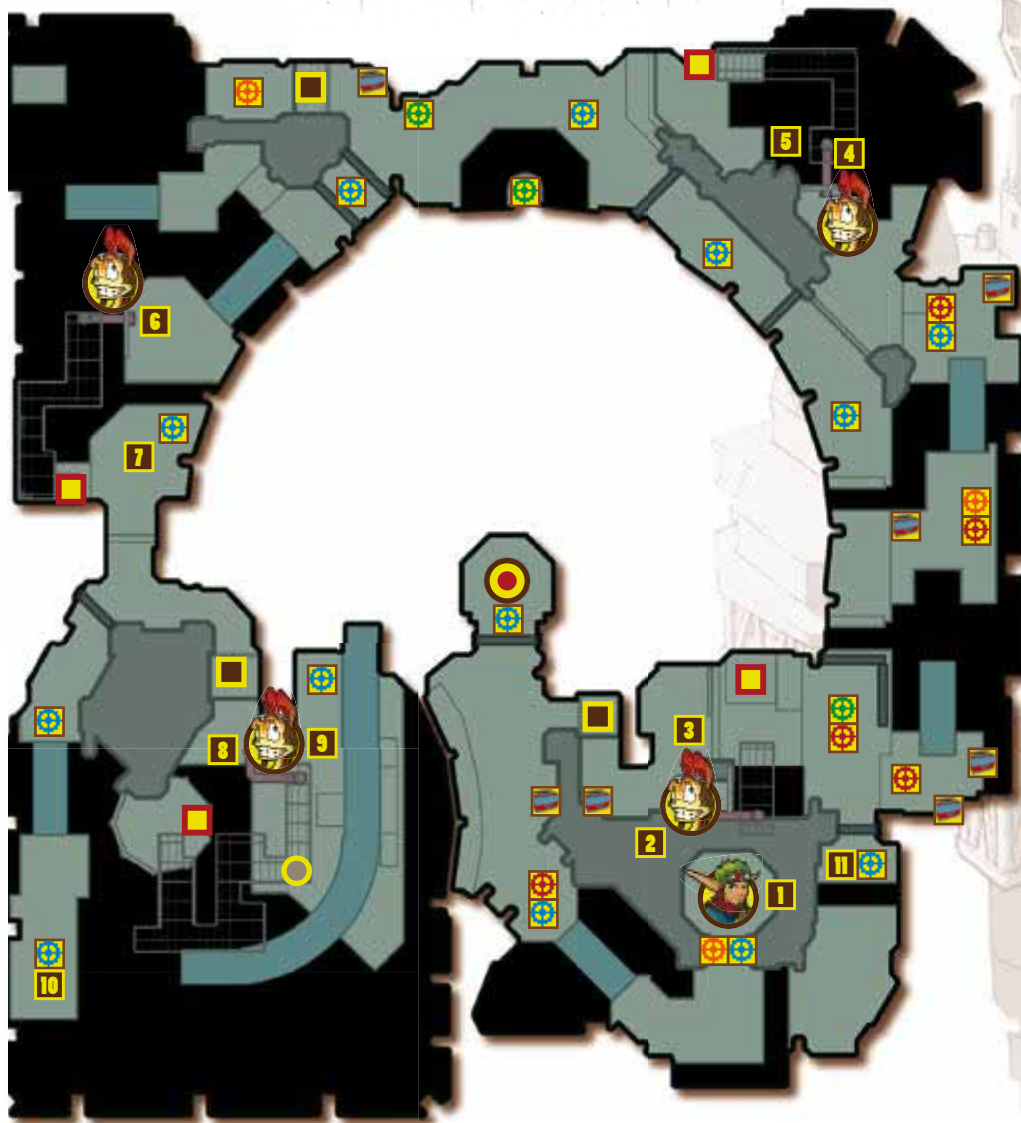


02

2

Your Hellicat moves automatically, so you can concentrate on steering and firing at the targets. Press **X** to accelerate. Note that for this mission your vertical controls will be inverted. Once you have destroyed the first set of glowing orange targets, a checkpoint will be triggered and you must then destroy a further 16. This second round is slightly more difficult as you must fly deeper into the Factory and maneuver around the buildings. If you have a problem locating the targets you can check your onscreen map, where they are clearly marked. Use your guns on the targets

and save your bombs for the big towers. Once you have blasted all designated targets, you will be instructed to press **L1** to launch a bomb at each of the four towers (Fig. 2). You can only destroy the towers when they open up at the start of the third and final phase of the mission. Don't worry if you miss; you will be supplied with a couple of extra bombs, just in case. If you score a direct hit on one of the towers your Hellicat will be blown back with the force of the blast. Fly back in again and launch a bomb at the remaining towers. When you have destroyed all four, you will have completed the mission.



	KG Hover Guard
	KG Robo-Goon
	KG Death Bot
	Spy Bot

Explore the War Factory! *ACT 2.24*



We're in, Jak! That's great! And when I say great, I of course mean: we're doomed. Why do I always allow you to drag me into these situations? I mean, I know it's not an everyday event to examine the workings of an evil empire from within. But look: couldn't you have burst your mighty way into a babe convention or something? Instead, we'll get to meet all those nice shiny Death Bots up close and personal. You know, I've got a bad feeling about this, like we'll never see home again. Unless a freak time-traveling breeze happens to blow our ashes in that direction, that is.



Step onto the large round elevator. Shoot the Robo-Goons and Death Bots that greet you, then head along the conveyor belt, taking out more bots as you go. Go right and Dive Attack the grate in the floor by pressing and then . After having fallen through, head round the corner where your progress will be abruptly halted by a large rotating blade. Unlike the fan blades you encountered in the Monk Temple, these blades are electrified. Approach the pipe on the right (Fig. 1). Looks like that hole is perfectly Otttsel sized!

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Daxter Time

2

So here I am, just hanging around, chillin,' you know. Guide me along the ceiling using the left stick, then press **X** to release me when I reach the other side (Fig. 2). I can then hit the switch to stop that nasty blade rotating and allow me to rejoin my taciturn travelling companion.

3

Jump over the blade, then hop up onto the ledge on the left. Execute a High Jump (press **L** and **X**) to reach the next level. There are lots of bots to take out here. Continue left where you'll find some much-needed ammo crates. Shoot as many of the bots opposite as possible. Walk along the conveyor belt, Double Jump onto the moving platform, take out the rest of the enemies, then Double Jump off when the platform reaches the far side (Fig. 3). Walk up the conveyor belt and follow the corridor around. There's a platform in front of you, but unfortunately it's not moving. Approach the pipe on the left to trigger a checkpoint and another bout of swinging Ottsel antics.

Daxter Time

4

Here we go again! Guide me across the ceiling to the other side, taking care to avoid those bolts of electricity. I can then drop down and hit the switch and the platforms will start moving. Clever, eh?

Now comes the athletic bit. I have to Double Jump onto the first platform, then Double Jump onto the second one. Time it just right or I'll fall to my doom, which would be tragedy. I can then rejoin Jak for a brief nap on his warm and cozy shoulder.

5

Once Daxter is reunited with Jak, Double Jump across the two moving platforms. You'll reach a large green screen with lots of cracks on the surface. Shoot the screen, or use a physical attack to save ammo, and go through (Fig. 4). The room is divided by a red electrical barrier. Shoot the Hover Guards to disable the barrier. Take out more Death Bots and follow the corridor round to the right. Dive Attack the floor grate and fall through. You'll immediately be attacked by three Death Bots. Deal with them, then advance. Jump onto the first moving platform and ride it to the stationary platform then jump onto the next moving platform and ride it over to the conveyor belt. Double Jump onto the conveyor belt to the left. Walk all the way up to the top. Approach the pipe on the right to trigger a checkpoint. You should know what happens next by now!

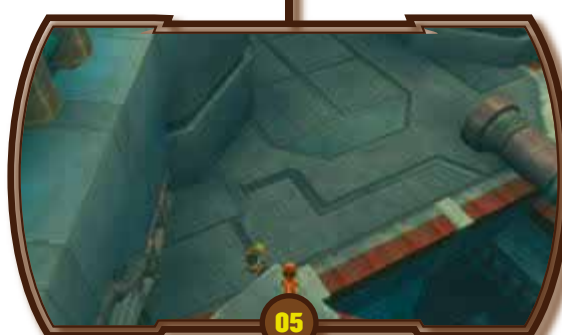
Daxter Time

6

It's the same routine as before. Guide my furry bod over to the other side of the room so that I can drop and hit the switch. Take care to avoid the flame jets and electrical obstacles that sweep back and forth across the ceiling. All I have to do then is jump down to rejoin my buddy.

7

Hop over the blade and then head down the corridor and Dive Attack the floor grate. Approach the pipe to trigger a checkpoint. Here we go again!



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Daxter Time

8

What?! Sorry, I just dozed off for a minute. Me again? Okay, okay, a hero must do his duty whenever called upon, I guess. And my fan club will be glad to see me get so much time at center stage. Does that mean I get more money as well? Anyway, my agent can sort that out later. So, guide me across the ceiling, yada, yada, yada. It's quite a twisty-turny route this time, so pay attention and **DON'T LET ME FALL!** Also, be sure to keep me well away from the flame jets that are bursting out all over the ceiling and the electrical obstacles. When I reach the far side I can drop down, hit the switch and leap gracefully over the ledge on the left to rejoin Jak (Fig. 5). Take care, though: it's easy to fall off the wrong edge, and you know what that means? Certain doom. That's my least favorite kind of doom by far.

9

Blast three more Death Bots, then walk round and press **A** to enter the small red vehicle. Press **X** to drive onto the conveyor belt. Take careful note of the vehicle's damage meter. If your transport is destroyed you will be return to this point to collect another vehicle; it's a requisite for completing the mission. Barge into the enemies that you meet with the vehicle to destroy them. If you should find yourself caught in a particularly tight spot, try to jump in place (**L**) and the required direction) to free yourself.

10

Smash into the Death Bots on the next platform. Drive up the conveyor belt and ram the Death Bots next to the gate, before knocking it down (Fig. 6). By pressing **R2** you can give the car an added boost which is handy for crossing gaps, smashing obstacles. Ram the three bots ahead of you, then drive through. Boost across the gap, taking care



to press **○** to brake when you land to avoid falling over the edge. Alternatively, some might find it easier jump it by pressing **L**: the choice is yours. Crash through the two gates. You'll behold the welcome sight of ammo and health crates on the left. Be careful not to Dive Attack the nearby floor grate or you'll fall down and have to retrace your steps for a veritable age to find your car again. Drive across the open area and through the next gate. Take out two more bots then crash through another gate. Dispose of yet more bots, then carefully jump across the first of two ramps, boost over the second one and through the gate. You'll be pestered by lots of KG Death Bots here.

11

Be careful when you burst through the next gate, as it's easy to fall down the gap. Press **○** to brake quickly and avoid toppling over, then boost over the opening. Boost across the next gap, ram the Death Bots, then drive round the corner, past the elevator that you arrived on, and through the gate at the top of the conveyor belt. Hop out of your car and onto the circular elevator to end the mission.



Beat Cyber-Errol Boss

ACT 2.25

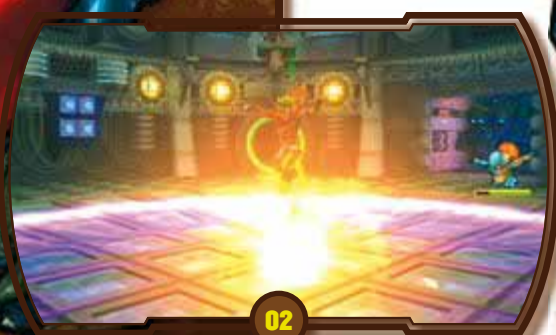
Phew! That was easy, wasn't it? NOT! Now all we have to do is face-off with old Rusty the Tin Can Man. I don't like to be rude, but this guy is as crazy as a sack full of badgers who have graduated from Crazy Badger University during National Badgers Go Crazy Week. This is turning into a really bad day. I hope Tess is waiting for me with a chilled drink and a well-rested chin-scratching finger when we get back because boy, have I earned it.



When the boss battle starts, Errol will be standing above a duct. On the right of the screen you'll see his icon with a damage meter underneath. Targets will appear on the floor as Errol fires missiles at you. The first wave of rockets will have a target that turns green, then red. When the target is red, it means that a missile will imminently explode on that spot. Just run away from them and you'll be fine. After the first flurry of missiles, a pack of KG Death Bots will emerge from several ducts. Shoot them, then pick up the ammo and Health Packs that they drop. Next, a number of KG Robo Goons will emerge from several ducts at once. Use the Arc Wielder to dispatch them as quickly as possible. They will also drop ammo and Health Packs. Finally, a small bot with a green jewel attached will pop out. Shoot it until it falls to the floor, sparking and disabled (Fig. 1). At this point Jak can Spin Kick it in Errol's direction (toward the duct above which he is standing). When it reaches the wall, it will rise up and strike him. The bot may also drop a Health Pack. Errol will be wounded by the blast and flee to another duct.

Errol will start the second phase of his attack by firing another round of missiles. This time, however, the targets will turn yellow and then red. These missiles are more dangerous, as after impact a shock wave will fan out across the combat arena. To escape the blast, Double Jump when the yellow target turns red (Fig. 2). The next wave of missiles will also create a number of holes in the floor, so watch where you step from now on. Errol will then unleash more green target missiles before sending Spy Bots and KG Robo-Goons down the duct to do his dirty work. Once again you must hit a tiny bot towards the duct until it explodes, forcing Errol to move. Other small bots will fly towards you, but you should ignore them and concentrate on hitting just one of the small bots towards the duct directly underneath Errol. Should you fail to activate the small bot, Errol will unleash another wave of enemies before you get another chance at finishing this round.

At the start of the third phase you'll notice that Errol's health meter has turned yellow. Phase three is fundamentally identical to phase two, although there will now be more holes in the floor for you to avoid. There will also be more bots emerging from the duct, including KG Hover Guards, before the small one pops out for you to bash. At the start of phase four, Errol will move to the last duct and the final phase will begin. His meter will now be red. This is the most difficult phase of all, because Errol will summon Troopers and Dark Hornets. Troopers are formidable opponents with special shields that protect them against many of your weapons. However, the Arc Wielder is very effective against them (Fig. 3), as is the Plasmite RPG and Peace Maker. After you've hit the tiny robot into the duct, you'll witness a cut-scene. You'll also receive the Mass Imploder mod for the Purple Gun. Which is nice.



The Dark Ship

ACT 3

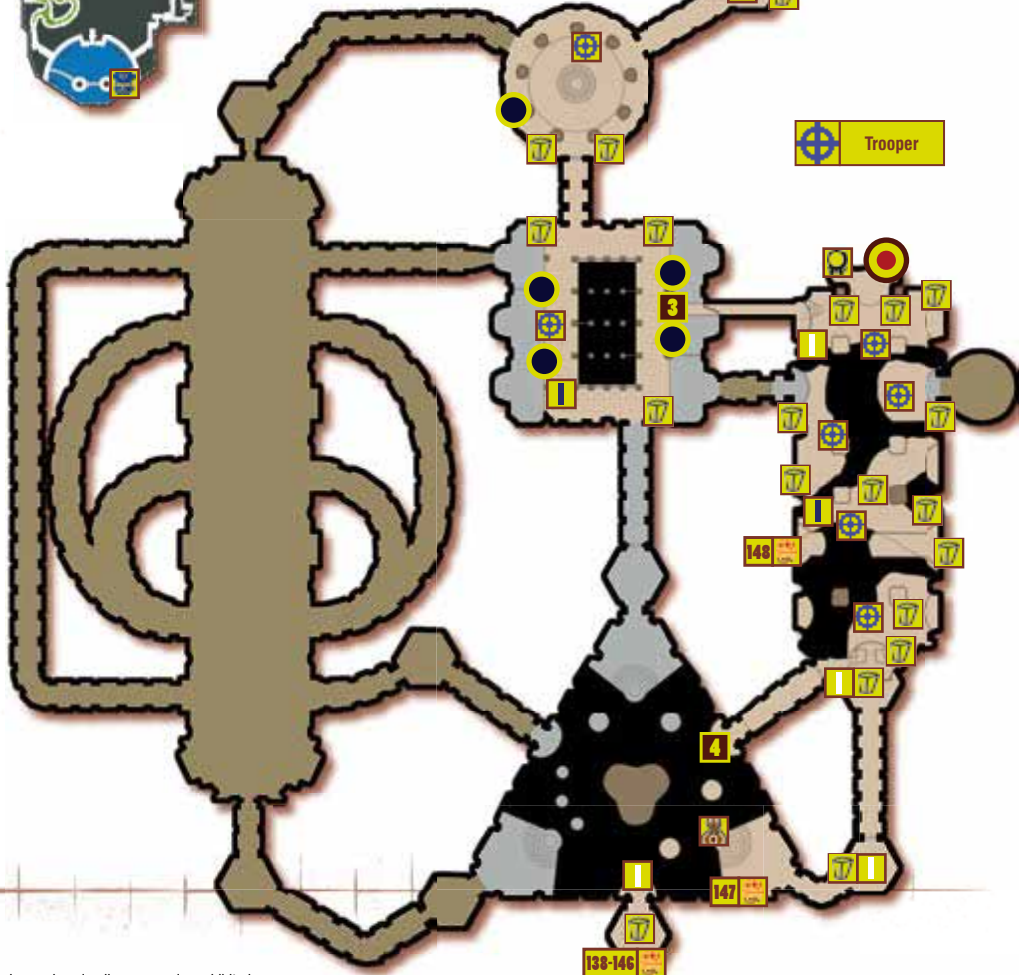
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Rescue Seem at Temple

ACT 3.1

Help us, Jak! Errol is attacking the Monk Temple! Please come quickly: he's going to do something terrible if you don't stop him. He must not learn our secrets or a terrible disaster will befall our world. Come, we implore you...



1

Exit the HQ. Seem will ask for your help via the talkbox. Head off in the direction of the blue transporter icon on the map. You'll find it in the usual spot in the Port. As there's a lot of fighting between the two factions on the streets it might be a good idea to 'borrow' a vehicle and fly to the transporter in the Upper Hover Zone. When you arrive in the desert, head in the direction of Kleiver's tire icon on the map and get the Dune Hopper from the garage. Drive towards the Monk Temple's red arrow icon. You must take the usual route to reach the Temple, which means hopping across the islands. You should have it down to a fine art by now! Once inside the Temple, you'll be ambushed by several Dark Maker Troopers. After taking them out, smash the pots in the lobby to get health and ammo pickups, then head through the main door and down the steps. You'll be met by more Troopers. Blast them and move on. At the bottom of the stairs you'll find a Dark Eco vent that you can use to replenish your Eco. Enter the main hall and battle more Dark Makers (Fig. 1).

2

Transform into Dark Jak by pressing **L2**, then use **R1** to unleash a Dark Strike and break through the gold door. You'll be greeted – after a fashion – by a horde of Troopers. Replenish your Dark Eco in the vent at the end of the hall, then smash the small pots to get Health Packs and ammo. Ignore the door at the end of the corridor. Instead, look for the cracked wall on the left side of the hall. When you approach it, instructions will appear that tell you how to execute a Dark Strike. This is your clue! Hop up on the ledge and Dark Strike the cracked wall (Fig. 2).

3

Go down the corridor and enter the large chamber. There's a Light Eco vent to the right of the stairs. Take out the Dark Makers, then work your way around the chamber by hopping across the gaps. You'll meet lots more Troopers on the way, but don't worry: there are plenty of pots in here that can be smashed to reveal Health Packs and ammo. On the west side of the chamber you'll see a Dark Eco vent. After refilling your Dark Eco meter, jump over to the door at the far end of the chamber and unleash a Dark Strike to break through. Continue down the passageway and enter the beam of golden light to learn the Light Eco power of Light Flight. Jump, then tap **X** to flap your wings and fly to the platform on the left side of the chamber (Fig. 3). Fly across to the room on the left and break the pots to get lots of Skull Gems and Precursor Orbs. Head back to the center, then fly to the platform on the right of the room.

4

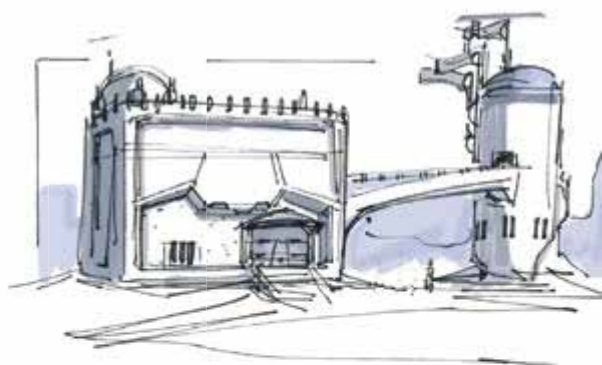
Fly across to the ledge on the right and head up the passageway. In the next large chamber, fly across to the central pillar, then up onto the bridge. One of the two pots on the right side of the bridge contains a Skull Gem. Fly across the gap in the bridge to reach the ledge on the other side and smash the pot to get a Precursor Orb. From here, fly to the pillar directly ahead, fly to the next platform right in front of you, then to the one on the right of the chamber, then to the one ahead of that. This is a particularly difficult gap to cross, so you will need to practice to get your timing just right. Fly up to the pillar on the left. From the pillar on the left, look to your right. You will see Seem standing on the other side of the gap. Fly over to her. After Jak receives the final artifact from Seem (the Time Map), jump into the Warp Gate to end the mission.

**01****02****03**



Defend Spargus from Attack

Jak, we need you back in Spargus. Something wicked this way comes: beasts are falling from the skies. The air above is thick with the essence of Evil, my friend. You're the best gunner we've got, Jak – don't pout, Kleiver; it's a gesture ill-suited to one of your bearing – and we need you to man the turret to protect our citizens. Our lives are in your hands, Jak. There's no pressure, of course...



1 As you leave the Monk Temple, Damas will contact you via the talkbox and ask you to return to Spargus. Get back in your Dune Hopper and head in the direction of the turret icon on the map. The stakes are much higher for the turret game this time around. Instead of targets, you must shoot the terrifying Dark Maker Walkers as they emerge from the sea. You will see a damage meter at the top of the screen, indicating how many retaliatory hits they land on you. Note that the vertical controls will be inverted for this mission. Press **R** to fire at the creatures as they move towards you. They have red targets on their bodies consisting of three segments. Shoot all of the segments to destroy each of the targets. When all of these areas are destroyed, the creature will explode. The Walkers will launch bombs that you must shoot out of the sky (Fig. 1). Yellow arrows on either side of the screen will alert you when another creature approaches. Once you've taken out all of the Walkers that emerge from the ocean, you will automatically swing round to face the village. It appears that some more Dark Maker Walkers are trying to find a room for

the night. This is the most difficult part of the mission, as the monsters will launch powerful rockets at you. Shoot as many rockets out of the sky as you can, but primarily concentrate on destroying each of the monsters in turn, starting with the one on the left. Once all the monsters have been defeated you will receive a final War Amulet and Precursor Armor.



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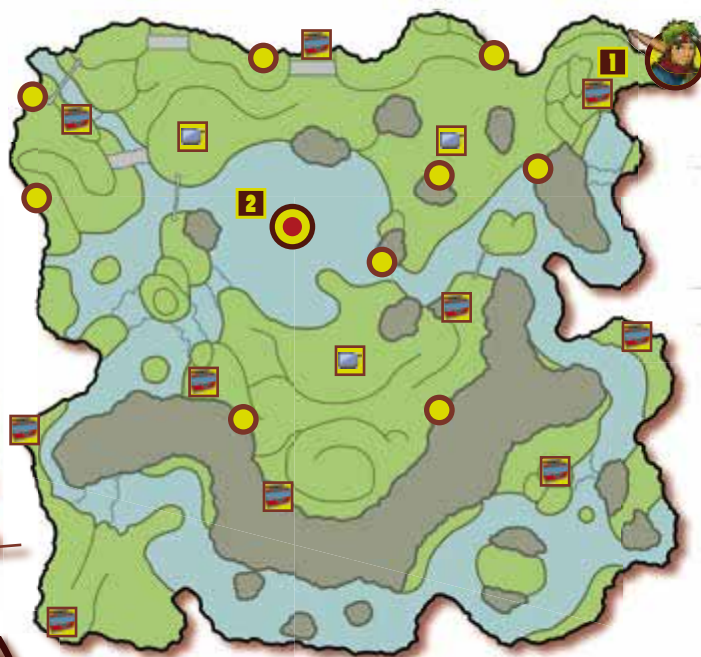
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
ACT 3.3

Activate Astro-Viewer in Haven Forest



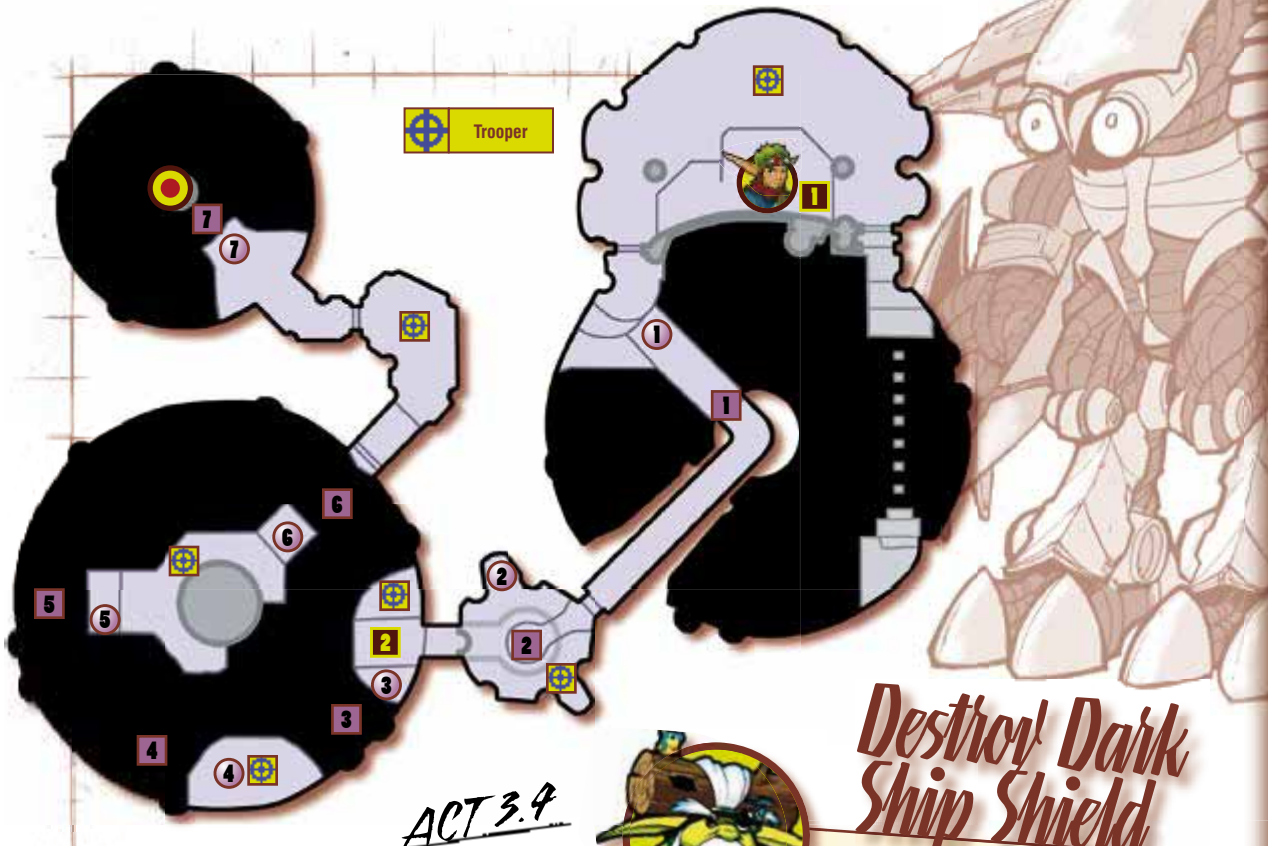
Errol has activated the Dark Ship's shields. The Astro-Viewer in Haven Forest may have the capacity to disrupt the shields so that we can attack. You'll have to fight your way through to reach it though Jak; the Forest is no longer the quiet enclave that we once knew.



1 Samos will contact you via the talkbox. To return to Haven City, make tracks for the blue transporter icon. Once again, there will be lots of enemy soldiers patrolling the streets, so it might be a good tactic to commandeer a citizen's vehicle and fly to your next destination in the relative safety of the Upper Hover Zone. When you land back at the Port, head for Haven Forest's red tree icon. Once inside Haven Forest, you'll see an icon on the screen with the number of Spawners that you must destroy. There are nine in total. There will be lots of Dark Makers to deal with first of all, so take them out and then mount the gun by pressing . There will be three Spawners close to each gun, and three guns in total. Each gun has a damage meter ring that surrounds the targeting reticle. You should also note that there are arrows around the damage meter to alert you to any monsters in their respective directions. Should the gun be destroyed it's Mission Failed time, but you won't have to start from the very beginning; you only have to destroy

the remaining Spawners. You will see two of these purple miscreations on the rocks in front of you and one behind. Fire directly at the Spawner. The green health gauge in the center of the Spawner will indicate how much more damage you must do in order to destroy it (Fig. 1). You can also use the gun to shoot at the Dark Hornets that emerge from the Spawners, but don't bother trying to shoot the Troopers with the gun: it takes too much time, and the gun is more likely to be destroyed. The Plasmite RPG will work beautifully, though! The remaining six Spawners can all be destroyed in exactly the same way.

2 When you have destroyed the final Spawner, head for the pillars in the middle of the lake (shown as a flashing green circle on the map). Climb up on the pillars – they will rise when you land on them. Step into the beam of light at the top to trigger a cut-scene and end the mission.



ACT 3.4



Destroy Dark Ship Shield

Jak, you must destroy the Dark Ship's shield from within. Infiltrate using one of their own suits and strike at the heart of their operation.

1

At the start of the mission you'll find yourself transported into the Dark Ship, in control of a Dark Maker Bot. It has a damage gauge at the top of the screen. Press **Ⓢ** to destroy all the Troopers in the room. Head through the open door. Stand in front of the purple bomb and press **Ⓢ** to punch it towards the blue pod (Fig. 1). When the bomb explodes it will destroy the pod, exposing a doorway. Punch out the fragile door and enter the tunnel. Proceed along the tunnel, carefully avoiding the blue lasers. When you reach the room at the end, destroy the Dark Maker Troopers, then punch the purple bomb towards the central pod and jump down the hole in the middle.

2

In the next large chamber, take out more Dark Makers, then punch a bomb at the blue pod on the left. A pair of moving platforms will appear. Boost Jump onto the platform by pressing **ⓧ** then Boost Jump off onto the next ledge. Take out the Trooper there and punch another bomb at the next blue pod. Boost Jump across onto the platform, then Boost Jump off onto the ledge. To avoid falling over the edge, walk towards the center of the ledge before attacking the nearby Dark Maker. Press **Ⓡ** to pick up the blue crate and move it toward the next ledge. Press **Ⓡ** again to place it down. Boost Jump onto the crate to reach the bomb on the ledge. Punch the bomb at the blue pod that will be floating just in front (Fig. 2). Drop back down, pick up the crate again, and carry it along to the right. Set it down and Boost Jump onto the next ledge. Smack the bomb at the blue pod and Boost Jump onto the platform that appears. Boost Jump off the other side and head down the passageway, thumping all of the Dark Makers as you go. When you reach the central chamber, punch bombs at each of the three blue pods rotating around the central shield generator to destroy them. Press **ⓧ** to hop over the blue lasers that sweep up and down the chamber. When the main shield generator is destroyed the mission will end.



01



02



Blow Open Tower Door

I need a brave pair of heroes to undertake this perilous mission. I know just the men for the job. In fact, I can't think of anyone else more heroic. Jinx? Torn? Are you ready? What's that, Dexter? You look a little offended. Don't worry: I'm not denying you and Jak the chance to go down in a blaze of glory. I need you two to protect Jinx and Torn as they fly towards the Metal Head sector in a Cruiser packed to the brim with explosives. And Sig, I want you riding shotgun in case things get really rough.

ACT 3.5



Leave the Forest and follow the shield icon to return to the HQ. After Ashelin's briefing you'll find yourself in a Freedom League HellCat Cruiser, tailing Torn piloting the KG vehicle and its precious explosive cargo. As usual in the flying missions, up and down movements will be inverted. In the upper left-hand corner of your screen you'll see Torn's health meter. Your own health meter is in the lower left-hand corner. There's no need to accelerate: the HellCat moves automatically. Instead, you can concentrate on shooting the Bots and Metal Heads that lie in wait as you escort your colleagues through the city streets (Fig. 1). Use the left stick to aim your gun and press **R2** to fire. Some Metal Heads will try to jump on your HellCat and the KG vehicle. Try and shoot them before they land on the hood, as they will cause a lot of damage. You should also aim at the oil barrels that you will see placed amidst the enemy forces to take out several opponents in one go. Several times during your journey missiles will be launched at your party. You must try and shoot the missiles out of the air before they hit their target, as they cause considerable damage. Eventually you will reach the golden beam of light at the end of the Metal Head City. Sig will reward you with the third variant of the Purple Gun: the Super Nova. You'll need it!



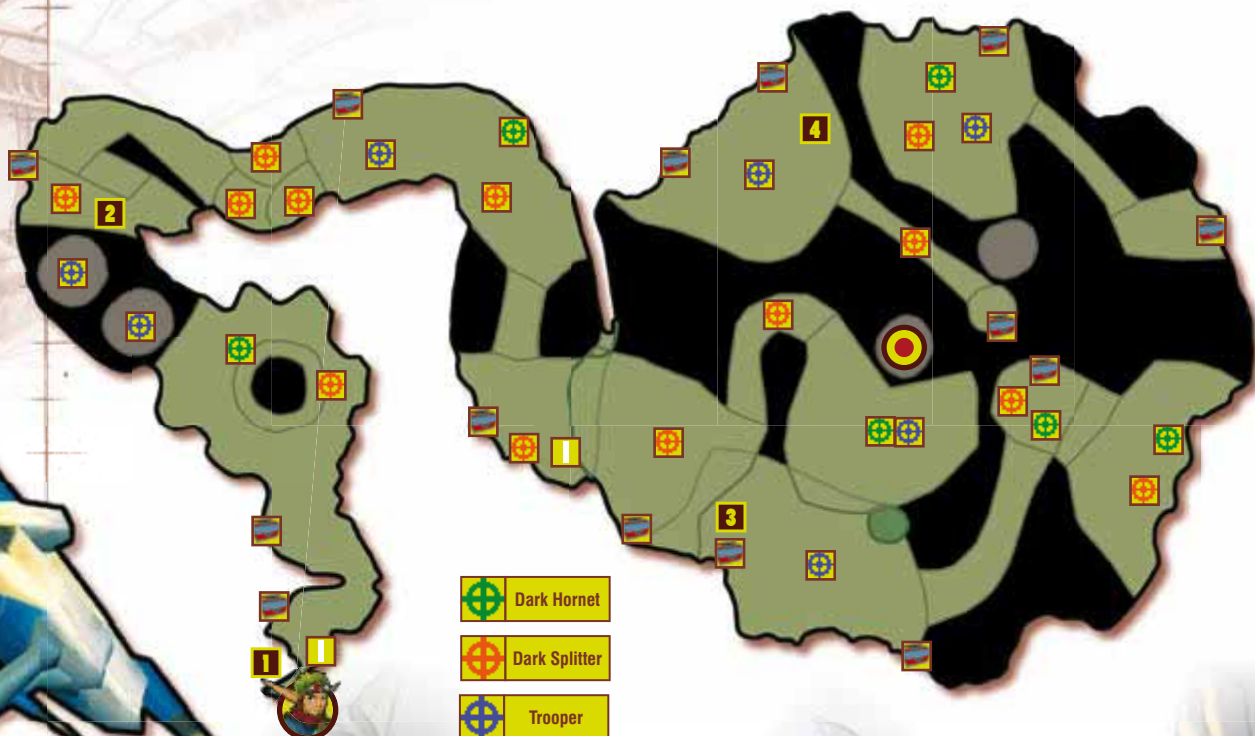
01



Destroy Metal Head Tower

ACT 3.6

Here you go, Jak. Take this boomstick and use it to blast the heck out of those Metal Head maggots and their stinkin' tower. Go get 'em, boys!



CHARACTERS

HOW TO PLAY

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ACT 1

ACT 2

ACT 3

ACT 3.1

ACT 3.2

ACT 3.3

ACT 3.4

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ACT 3.7

ACT 3.8

ACT 3.9

ACT 3.10

ACT 3.11

1

Use the Light Eco vent by the entrance to replenish your Light Eco. Don't forget that you can use your Light Regeneration power to replenish your health by holding **L2** and pressing **△**. Move forward and take out the hordes of Dark Splitters and Hornets that will swarm towards you. Once you've destroyed all the creatures in the lobby, a platform will appear. Shoot the Dark Maker Troopers on the platform (Fig. 1). A second platform will appear. Blast the Troopers that materialize there before jumping across the two platforms to reach the other side.

2

Head onwards, up the ramp, taking out enemies as you go. Jump up the steps, then hop over the big tentacles that stretch across your path. You'll have even more enemies to deal with here. Cross the bridge, then replenish your Light Eco at the vent. Activate Light Flight by holding **L2** and pressing **⊗**. Stand at the edge of the wide chasm and press **⊗** twice to take off. You can then fly across the cavern by pressing **⊗** at regular intervals (Fig. 2). When you reach the other side, a checkpoint will be triggered.

3

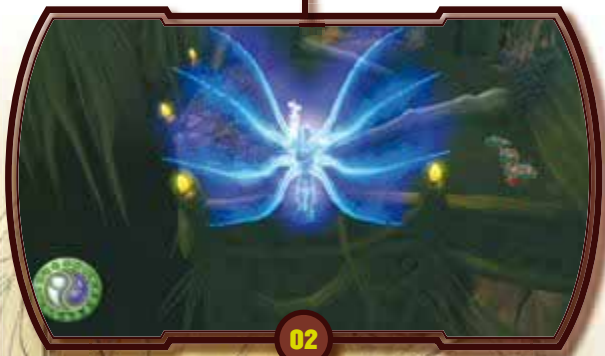
More large tentacles and Dark Makers await you as you advance. Head up the slope, firing away as you go. When you've cleared the area of enemies a purple energy bridge will appear over the next gap. Cross it, then continue on your slow but steady progress up the Tower. You'll face a colossal battle on the next level. Use the Plasmite RPG to avoid being overwhelmed (Fig. 3). Once you've destroyed all the creatures, a small stone platform will appear. Double Jump on and Double Jump off, then continue up the slope. Hordes of monsters will slither towards you: make sure you have your Morph-Gun at the ready.

4

There are lots more monsters to get rid of here before another purple bridge appears. Cross over and kick yet more critter booty. Head on up the ramp, wreaking ballistic vengeance as you go. At the next platform you'll have yet more monsters to deal with. Finally, you can jump on another small platform; this will carry you to the top and bring the arduous mission to a close with a cut-scene. You will be rewarded with a Dark Eco Crystal.



01



02



03



ACT 3.7

Reach Catacombs via Palace Ruins



Onin sees something dark and dangerous approaching from the Catacombs. There's more: it is foreseen that Jak and Daxter should get there pronto-sharp and find out what evil is a foot. Evil is a foot? Enjoy being kicked to death, you stupid... oh! Afoot! She also says that Pecker should go with them. That's settled, then. Don't forget to say "hi" to the jaws of death from me when you meet them, boys. I'll just sit here comfortably and... WHAT?!

1

Head for the tent icon on the map to reach Onin's home. After watching the great cut-scene, set off in search of the ruined stadium icon on the map.

Watch out for the Stingers that will come after you. Mount your JetBoard and grind the rail to reach the top of the rubble (Fig. 1). Enter the ruins to trigger a brief cinematic interlude. Cull the Metal Heads that attack you in droves and make your way around the rubble until you reach a Dark Eco vent. Replenish your Eco, then transform into Dark Jak and press **(R)** to Dark Strike your way through the panel that blocks your path. Pick your way through more rubble until you reach two Light Eco vents. You will also see some Dark Maker Mine Spider emerging from a hole in the ground. You can't stop them from spawning, so don't waste ammo trying. Instead, avoid them as much as possible by jumping out of their way.

2

Activate Light Flight by holding **(L2)** and pressing **(X)**, then press **(X)** to cross the gap. If you fall, you will have to go all the way back to the beginning! Make your way across more rubble, taking out Metal Heads as you go. Walk around the ledge at the far end and head left (Fig. 2). You will trigger a checkpoint – finally! – when you emerge into the next area. Dispatch some more monsters. Refuel at the Dark Eco vent and Dark Strike through the panel at the end of this section. Go through and jump across the slabs of concrete – they will fall away under your feet. Jump onto another slab that will also plummet if you linger. Hop up and walk across more debris.

3

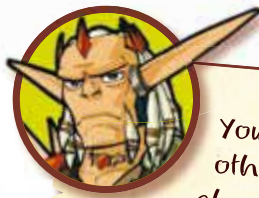
Grind the two rails. The second one is split in two, so you will have to jump to the left when halfway across. Destroy more Metal Heads, then scramble across the rubble. Double Jump onto two more slabs that will fall away beneath you. When you land you will trigger a checkpoint. Restore your Dark Eco at the vent and Dark Strike through the panel. Cull more creatures before heading left and leaping onto another slab of falling rubble. Double Jump across to reach the other side. Kill more monsters. You will then have to grind another big rail (Fig. 3). It splits twice: you must first jump to the left, then to the right.

4

When you reach the other side you'll find much needed ammo and health crates. Jump across two more crumbling slabs to reach the ledge on your left. Shoot more Metal Heads, then grind the next rail. You must hop to the right when halfway across. Fight more monsters, then leap onto one of the stone slabs on the right – but don't linger, as they will quickly fall. Haul yourself up, then head along the path, taking out all the nearby Metal Heads. At the top, replenish your Dark Eco at the vent then Dark Strike through the gray panel in the large wall on the left (Fig. 4). Go through to end the mission.

**01****02****03****04**

ACT 3.8



Break Through Ruins

You and I are both as headstrong as each other, young warrior. Come jump in my chariot and together we'll storm the enemy's stronghold! Buckle up: it's going to be a bumpy ride!



1

After the cut-scene you'll find yourself in a new vehicle – the Slam Dozer – with Damas. Like the rest of the desert vehicles, there's a damage meter at the bottom left, but unlike the other vehicles, the Slam Dozer has unlimited Turbo power. You can ram enemies and obstacles by pressing **R2**. Shoot any Dark Makers that come towards you by pressing **R1**. Avoid the red markings on the ground as they indicate where an enemy missile is about to land. Barge through the large gates. In the next area, crash into the two pylons to disable the forcefield (Fig. 1). Drive through and knock down the wooden tower to form a makeshift bridge.

2

Put the pedal to the metal across the bridge and round the path, then barge into the tower to knock it down. Drive across and crash into the pylon to disable the forcefield. Accelerate through and head along the ditch. Negotiate the rubble, then head up the ramp. Burst through the door and crash into another pylon. Drive through the now-disabled forcefield then bump into two more pylons. Drive through, bash into one pylon, then go a little further before bumping another pylon. Drive over the rubble and crash into, you've guessed it, another pylon to disable the forcefield.

3

Eventually you'll emerge at a wide chasm. Crash into the pylon on the left, then drive down into the chasm via the ramp on the right. Burst through the doors. Head up the ramp and through the gap in the rubble (Fig. 2). Smash the door down and bang into the pylon. Knock down the first wooden tower (the one next to the pylon) to form a bridge. Drive across and crash into the next pylon. Head back and knock down the other tower (the one close to the entrance). Drive onwards and bang into the pylon. Knock down the next tower on the left. Drive across and knock down the last pylon to disable the forcefield and end the mission.

**01****02**

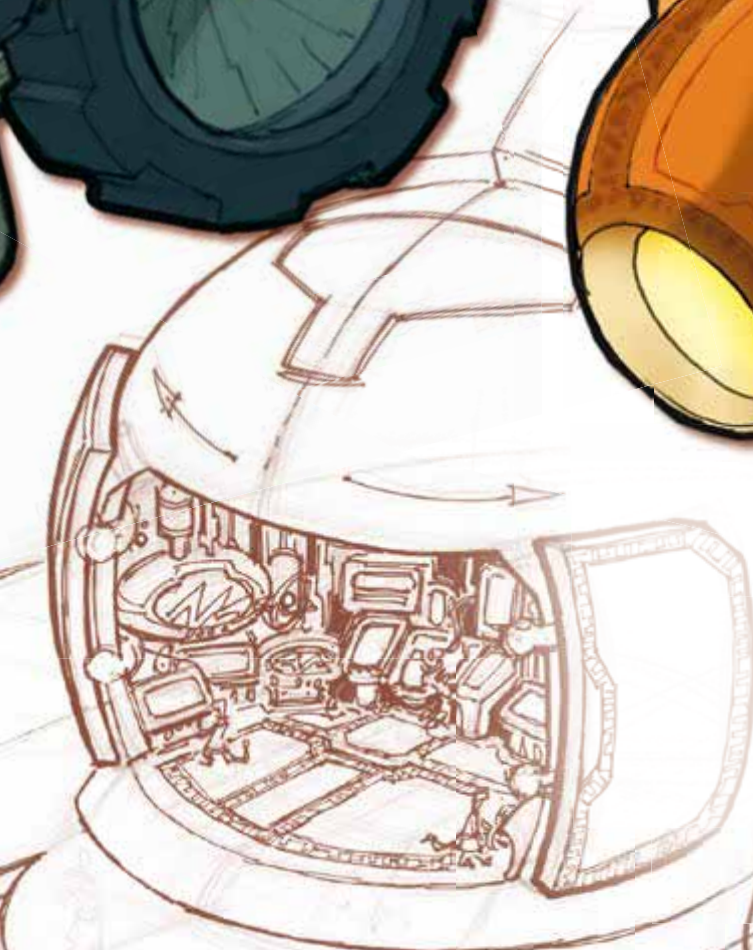
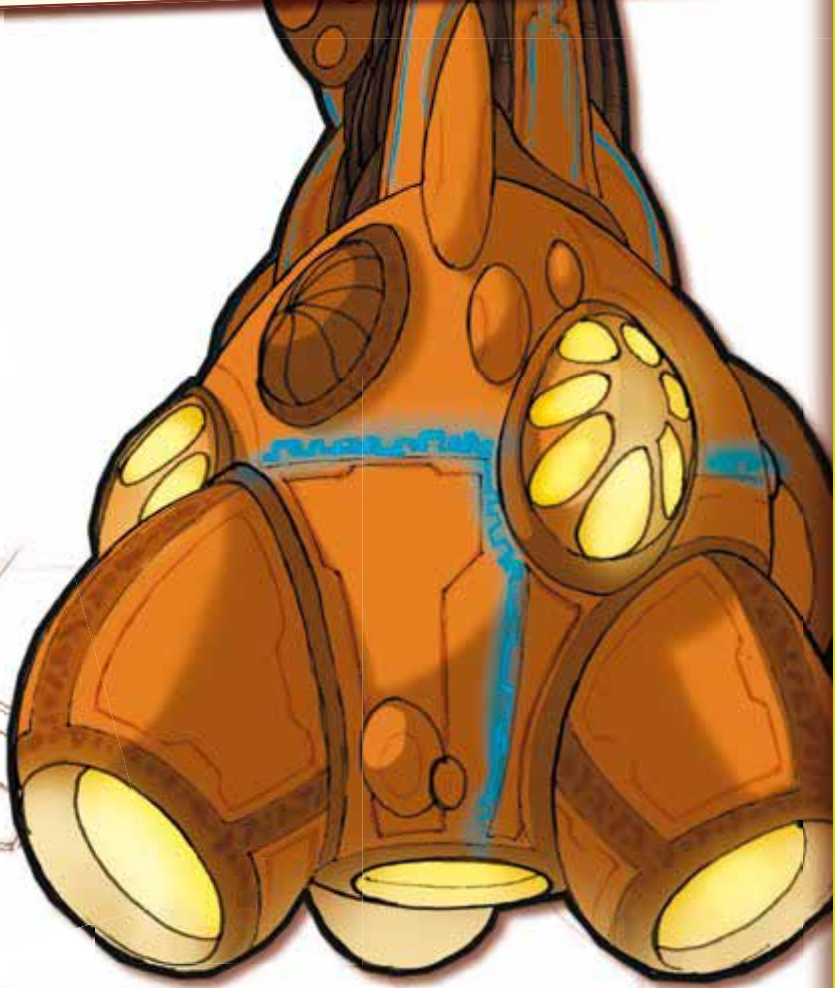
ACT 3.9

Reach Precursor Core



That's it! That's the absolute limit!

I hereby declare WAR! Go get 'em, Jak!



1

Once again you're zooming headlong down a tunnel with lots of obstacles to avoid. Press **(R)** to fire at any obstacles in your way (Fig. 1), and use the left stick to steer. This mission is harder and longer than your previous trip through the Catacombs, but keep practising and you'll master it in no time at all.



01



ACT 3.10

Destroy! Dark Ship

Aunty Em! Aunty Em! There's no place like home. There's no place like home. There's noaaaaaaargh!

1 When the mission starts you will see that a timer is counting down at the top of the screen. You will have just five minutes to complete the first phase of the mission. Begin by destroying all the Troopers in the room, then head through the door on your right. Shoot the Dark Hornets then jump across the rolling platforms when the flat surface is uppermost. Take out more monsters in the next room. Slide down the icy ramp. Take out all the enemies that you can reach in the next room before jumping onto the pole on the left that pokes in and out. Hop onto the platform (Fig. 1) and swing across the next two poles. Walk to the right, across the bridge. When you have destroyed all the remaining enemies the door will open. Go through and take care of more monsters. Use the Light Eco vent, then activate Light Flight by holding **L2** and pressing **X**. Soar across the gap and onto the central pillar.



2 Fly across to the platform jutting out from the left side of the tower. From there, fly to the next platform. Turn round and glide over to the second platform jutting out from the tower. Use the Light Eco vent, then turn around again and soar over to the next platform, then fly down to the exit (Fig. 2). Go through to find another Light Eco vent and lots more monsters. Take out everything that moves then fly over the gap to the other side. The door on the right will open. Go through and ride the lift down. The first phase is complete so the countdown will now stop. When you step out of the elevator, walk forward a few steps to trigger a cut-scene. When that concludes, you must quickly run across the crumbling floor before it collapses underneath you (Fig. 3). You can use the JetBoard to cover the ground quickly in places, but be careful that you don't fall off the edge of the platform. Parts of the floor will also break away and hurtle towards you so you must also try and dodge them. When you reach the end, jump up and head for the Warp Gate to complete the mission.

ACT 3.11

Destroy! Final Boss

It's time for just desserts in the desert. You with me, Dax? Enough dancing: let's finish this once and for all.



When the action kicks off you'll be in the Sand Shark buggy. The icon on the right of the screen will indicate the number of targets on the giant Terraformer's legs that you must destroy. Your vehicle's damage meter is on the left. You can track the Terraformer by following the red circles on the map. Drive as close as you can to its huge legs and shoot at the purple targets (Fig. 1). It has three targets on some feet and two on others. Take care to avoid the monster's other legs as they stomp about. It will also launch spiked Mines and spinning Drones at you. You can choose to dodge them, or shoot them to acquire useful Turbos. It's okay to drive through the shallow rivers, but if you venture into deeper waters the mission will end instantly.

Once you've destroyed all the targets on the feet, you'll see a cut-scene that shows the top of the Terraformer's body detach and start to fly away, seemingly trying to escape, before crash-landing on the desert floor in front of the Spargus City gates. Jak and Daxter climb up onto the sinister structure, and the last part of their adventure begins. Before you can tackle Errol there's a short climb up the front of the large black structure. Stock up on Dark Eco from the vent at the start, and then destroy the Dark Splitters on each level to activate a platform. Each one will extrude upwards when you jump on it, so use them to climb to the top. When you reach the top platform, the battle begins in earnest.

Errol will be piloting the head of the Terraformer, which is still attached to its body. His hit points are shown on a damage meter at the right side of the screen. Three gigantic tentacles will slither out of holes in the platform, and a barrage of Dark Splitters will be launched onto the platform. Grab the ammo from the crates near the front of the platform, and then set about clearing the platform of enemies. Errol will launch more Dark Splitters into the melee while you fight, so stay on your toes! Once you've destroyed all the enemies, Errol will activate the Terraformer's nose-mounted Laser and start to chase Jak around the platform. It's not hard to stay ahead of his aim, so just keep moving. When Errol tires of the chase, the Dark and Light Eco Vents in the far corners of the platform will activate, giving Jak a chance to replenish his stock of both. However, at the same time, Errol will activate the Laser again, and start to sweep it back and forth across the platform. Time your jumps over the Laser beam, and get ready to attack – at the end of each sweep, the Terraformer is momentarily vulnerable. As it turns away, Jak can get a clear shot at the Dark Eco Tanks at the back of its head. Aim and fire! Some guns are better than others for this job. Get a hit in, and the Terraformer will start its next phase.

Enraged, Errol will slam the head of the Terraformer onto the platform, aiming for Jak – but again, if you keep moving sideways he's not too hard to dodge. The tentacles will re-spawn and more Dark Splitters will come into play, and now Errol starts to launch spinning Drones at you for good measure. Destroy all the enemies, and keeping grabbing the ammo they drop – you're going to need it! Don't forget to keep a good stock of Light Eco on hand, and use Light Regeneration when you're low on health. This time Errol will keep launching Dark Splitters at you as he chases you with the Laser, so make sure you have a good gun on hand to deal with them. Once you've destroyed enough of his Dark Splitters, the Eco Vents will activate once more, and Errol will try the Laser Sweep tactic again – jump the beam, and get him when his back's turned!

Errol will carry on like this until you take two more of his hit points away, turning his damage meter first yellow, then red. Really work all the techniques at Jak's disposal – all the Dark Jak abilities, Flash Freeze, Light Shield, and Light Regeneration, as well as the most advanced Gun Mods, will all come in handy. Light Flight is the only ability that doesn't work well here – if you try to jump off the platform, Jak will fall to his demise. When he's down to his last hit point, Errol will get desperate, and flail at Jak with the Terraformer's head, slamming it into the platform over and over. Be fleet of foot, and you'll dodge his attacks. The Eco Vents are active again during this phase, so stock up on whatever you're low on. As a last-gasp attack Errol will use Tentacles, Dark Splitters, Drones and the Laser all at once – blast away at them, and keep an eye on your health.

When you've cleared the platform, he'll try more Head-Slams, and then a Laser Sweep. Keep your cool, choose your weapon well, and get a bead on the Dark Eco Tanks. By now Errol's damage meter is red, which means that one more shot will take him down. Once your bullet finds its mark, you will have completed the mission – and the game! Now you can sit back, relax, and enjoy the fantastic end sequence. Congratulations!



4th Chapter

ENEMIES



Parting Gifts

Now that you've had the opportunity to study the motley collection of enemies that you'll be meeting during the game, you should remember that these fiends do have some redeeming qualities. Sure, they will swarm you, sting you, shoot you, gnaw at you and stomp on you, and the very reason for their existence may be purely to send you to your doom, but let's look on the bright side! They also unwittingly aid you in your quest by dropping Light and Dark Eco, Health Packs and ammunition when they expire. Ironical, really. It's the gift that just keeps on giving.

One important point to note is that enemies will only drop goodies that you are able to use at your current stage in the game. For example, they will only drop ammunition for gun mods that you already have, and they will only start dropping Light Eco pills once you have completed the Act 1 mission: Find Oracle in Monk Temple, and earned the power of Light Regeneration (see page 68). As Light Eco pills are possibly the most precious of all power-ups, fallen enemies that drop them will only drop Light Eco and nothing else, and then only one pill at a time. Each Light Eco pill will replenish 20% of Jak's meter. What type of power-ups are dropped depends on the type of enemy, as you can see from the following list. It should also be noted that enemies will not always drop power-ups, this will only happen a percentage of the time:

- Wastelanders-Drop:** Ammo, Light Eco, Health Packs*
- Marauders-Drop:** Ammo, Light Eco, Dark Eco
- Metal Heads-Drop:** Light Eco, Dark Eco, Health Packs*, Ammo*
- Creatures-Drop:** Dark Eco, Light Eco, Ammo*
- Haven Citizens-Drop:** Light Eco
- Freedom League Guards-Drop:** Ammo, Light Eco*
- KG Robots-Drop:** Ammo, Light Eco, Health Packs*, Dark Eco
- Dark Makers-Drop:** Ammo, Dark Eco, Light Eco*

* Only in certain specific missions.

Life for Jak and Dexter just doesn't get any easier. With the emergence of various warring factions inside and outside of Haven City, the number of enemies they must face has increased considerably. In addition to the Metal Heads, our heroes must now face KG Death Bots, Marauders, and a multitude of new creatures typified by their evil demeanor and propensity for violent conduct. Study the following menagerie of menaces and be sure to heed the words of wisdom offered: Jak and Dexter's very lives depend on it.





Metal Heads

The only good Metal Head is one that you can scrape from the bottom of your boot with a minimum of fuss. Take it from me, soldiers: these creatures are evil incarnate. More vicious than a swift kick in the pants, and with minds as venomous as a well-shaken sack of snakes, they'll gleefully tear you limb from limb before you can even think: "Boy, I wish I'd loaded this gun before stumbling in here... AAAAAAARGH!"



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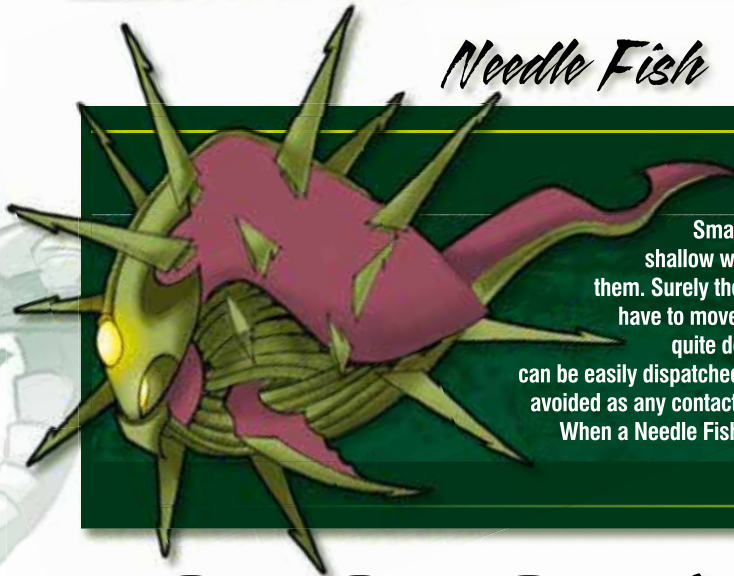
KG FORCES

DARK MAKERS

CREATURES

WASTELANDERS

Needle Fish



2

Size/m

4

Speed m/s

1

Hit Points

Small, puffy and deadly, Needle Fish lie in wait in shallow waters for their prey to quite literally stumble upon them. Surely the laziest of enemies, the Needle Fish doesn't even have to move to cause damage. Its razor-sharp spikes can be quite devastating on contact. These indolent creatures can be easily dispatched with the Red Gun, but physical attacks should be avoided as any contact with the spikes will cause damage. When a Needle Fish explodes it will send spikes flying in all directions.

Location: Sewer



Saw Fish

8

Size/m

14

Speed m/s

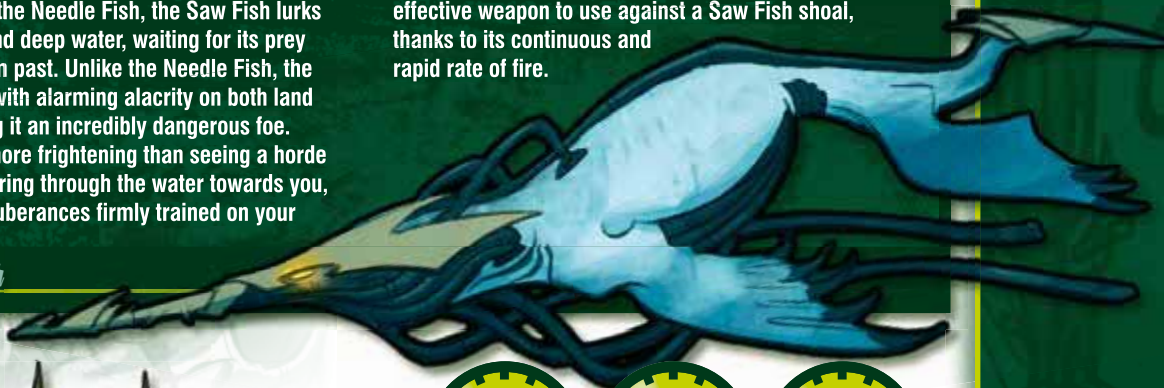
6

Hit Points

The Saw Fish is a sociable creature; it likes to hunt in packs. As with the Needle Fish, the Saw Fish lurks in both shallow and deep water, waiting for its prey to innocently swim past. Unlike the Needle Fish, the Saw Fish moves with alarming alacrity on both land and water, making it an incredibly dangerous foe. There's nothing more frightening than seeing a horde of Saw Fish slithering through the water towards you, their pointed protuberances firmly trained on your

Location: Sewer

vulnerable fleshy parts. The Blue Gun is the most effective weapon to use against a Saw Fish shoal, thanks to its continuous and rapid rate of fire.



Manta



3

Size/m

?

Speed m/s

3

Hit Points

Mantas are an aberration of nature. They look like sea-dwelling manta rays, yet their chosen domain is high in the air rather than underwater. Their bulky wings make them rather slow, so they're only dangerous if you're being particularly inept. Use the Yellow Gun to pick them off from a distance.

Location: Eco Mines





Metal-Pede

48

Size/m

?

Speed m/s

100

Hit Points

Metal-pedes are huge arthropods that clearly thrive in dark, clammy conditions. They like nothing better than burrowing through the dirt and are strong enough to upturn even the most solid of armored vehicles. Although their sheer size alone is sufficient to make them a formidable threat, they also boast a laser beam attack that can cause considerable amounts of damage. To engage them in close combat would be foolhardy in the extreme. Metal-pedes are best dealt with by sniping from a safe distance.

Location: Nest



Size/m



Speed m/s



Hit Points

Bat

Pesky creatures of the night that fly around in dense swarms, bats are more of an annoyance and distraction than a real threat. They're easily taken care of with a few blasts from a buggy's assault weapon, but beware of their projectile attack.

Location: Nest



Gekko

4

Size/m

10

Speed m/s

5

Hit Points

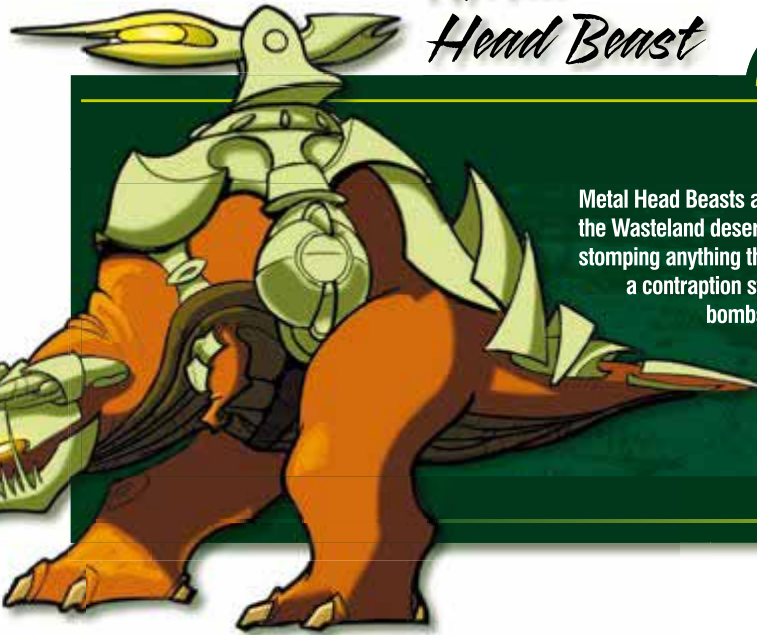
Gekkos are wall-hugging creatures that like to use their surroundings as camouflage. Their huge hands and feet enable them to cling to virtually any surface, biding their time until a hapless victim ventures into their immediate vicinity. Their vast bulk and strong limbs enable them to effortlessly bundle their opponents over cliff edges, so be sure to take them out from a safe distance – either with the Blue Gun or Yellow Gun – before they get the opportunity to do so. The Gekkos' long range projectile attack can be equally as damaging as their short range physical attack.

Location: Eco Mines



140

Metal Head Beast



24

Size/m

50

Speed m/s

100

Hit Points

Metal Head Beasts are prehistoric-looking behemoths that roam the Wasteland desert, causing mayhem with their massive frames, stomping anything that has the temerity to venture close by. They have a contraption strapped to their back that unleashes powerful bombs, and are therefore best dealt with from the safety of an armored buggy. Get too close and they will toss you like yesterday's salad. They're not the most agile of creatures, however, and their huge size makes them an easy target.

Location: Desert

Stinger

2

Size/m

12

Speed m/s

1

Hit Points

These are small, skittering creatures with over-sized tails that tend to swarm all over an enemy and sting them to death. Their small stature and rapidity of movement make them a

dangerous foe, despite their relative lack of armor when compared to some of their fellow Metal Heads. Use the Red Gun to take out several of them at close quarters.

Location: Volcano, Metal Head City



Pod Spider

1-3

Size/m

20

Speed m/s

1

Hit Points

As with the Bats, Pod Spiders are more annoying than dangerous. Their tiny fleshy bodies are a delight to squish, but they can cause considerable damage to vehicles if allowed to swarm all over them. They are easily defeated with any available weapon – even a suitably powered-up JetBoard.

Location: Nest, Haven Forest



Metal Jacket

3

Size/m

16

Speed m/s

4-6

Hit Points

These insect-like creatures generally act in swarms. They fire at their prey from their explosive rear ends and are able to snipe from a distance: their gossamer wings allow them to hover in the air. Use the Yellow Gun to knock them out of the skies with pinpoint accuracy.

Location: Volcano, Monk Temple

4

Size/m

8

Speed m/s

8

Hit Points

Spiders, sorry, Spyders, with guns? Has the world gone mad? Arachnophobics beware, these mutated aberrations have shed a couple of legs and replaced them with arm-mounted lasers. However, their cumbersome armor tends to slow them down, rendering them easy targets for your trusty Blue Gun.

Location: Palace Ruins

Spyder Gunner

Metal Mantis

3

Size/m

30

Speed m/s

2

Hit Points

The Mantis is possibly the most terrifying of all Metal Heads, which is really saying something! They transfix their horror-struck enemies with bizarre exhibitionist antics, bouncing around gleefully in a macabre dance of death before lashing out with razor-sharp talons. Happily one blast from the Red Gun 1 brings an abrupt and messy end to their idiotic capering.

Location: Volcano, Palace Ruins

4

Size/m

7

Speed m/s

5

Hit Points

The Metal Head Grunt is not one of life's great tacticians. The name tells you all you need to know about its finesse-free fighting style. Your typical Grunt favors rushing head-long towards its enemies and deciding what to do when it gets there. Only when staring down the barrel of a gun does a Grunt stop to think it may have made a mistake. By then, it's usually too late. Use Blue Gun 1 to penetrate the Grunt's thick hide.

Location: Eco Mine, Metal Head City

Grunt





Wasp



Size/m



Speed m/s



Hit Points



Somewhat obsessive-compulsive, Wasps like to do everything in twos; twin jet burners help them to hover in mid air; twin lasers mercilessly cut down their opponents, many of whom are momentarily beguiled by the pretty pink color of the deadly beams. The sociable Wasps even like to patrol in pairs! Quite cute really, it seems that even Metal Heads need a hug and a kind word from time-to-time! But let's not get too sentimental-Wasps can be incredibly devious; they have a sneaky habit of pretending to fall when hit, only to rise up, seemingly from the dead, when their unwitting opponent momentarily lets their guard down. Several blasts from the Yellow Gun 2 will put a stop to such devious trickery.

Location: Sewer, Palace Ruins



Size/m



Speed m/s



Hit Points



In a gentler, more peaceful time, the Sling Blaster would have enjoyed a career in the world of athletics, with its wiry frame and impressive throwing arm. Sport's loss is combat's gain. The Sling Blaster uses a quaint, old-fashioned sling shot to hurl great balls of energy at opponents. Hardly what you'd call a rapid-fire weapon, but don't laugh too loud; the Sling Blaster is able to hurl these damaging projectiles over a surprisingly long range. Use the Blue Gun 2 to cut it down before it gets a chance to aim.

Location: Sewer

Sling Blaster



Juice Goon



Size/m



Speed m/s



Hit Points



What's in a name? Does the uncharacteristically whimsical moniker indicate that the Juice Goon is a thoughtful and kind Metal Head that likes to fetch refreshing fruity drinks as a treat for its fellow Metal Head warriors? It would be nice to think so, but bitter experience indicates that in this case 'juice' refers to the blood-red bolts of energy that flow from the Juice Goon's trademark rod. Resembling demented wizards from a bygone age, Juice Goons shuffle around in their slippers and prod their opponents to death with their mighty staves. Return the favor by introducing them to your Blue Gun 2.

Location: Sewer



KG Forces



Also Baron Praxis's Krimzon Guard were defeated in Jak II, their robot army has continued, replicating themselves and assaulting Haven City from their floating War Factory. You might recognize some of their shiny metal faces from your previous adventures. They were always a threat, but now they've succeeded in shaping themselves into a formidable elite fighting force. Rumor has it that they're being spawned at a mysterious factory. We really have to get to the bottom of this, Jak!

KG Hover Guard



Size/m



Speed m/s



Hit Points

Their stealthy approach and red-hot laser beam attack make the KG Hover Guard an assailant to be feared. Generally, you won't notice a lurking Hover Guard until it has zapped your butt good and proper. Surprise is their most effective weapon, with their ability to glide through the air and snipe at their prey from a safe distance coming a close second. Use the Yellow Gun to beat them at their own game.

Location: Sewer

KG Sentinel



Size/m



Speed m/s

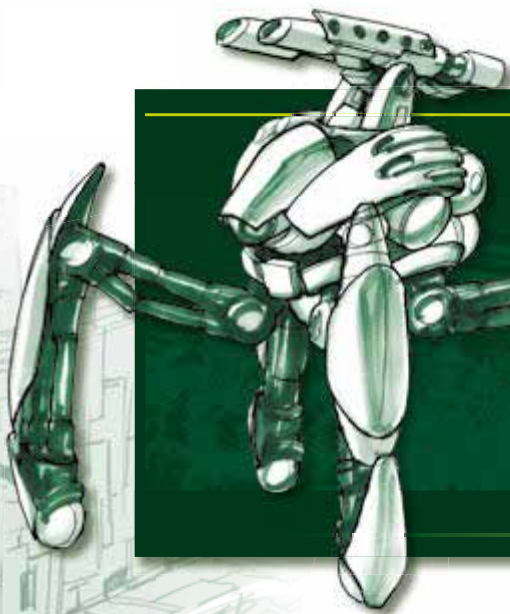


Hit Points

Tiny flying bots used mainly for spying purposes. Their light-weight firepower makes them more of an irritant than anything else. Can be easily dispatched with a single shot.

Location: Haven City





Blast Bot

4.5

Size/m

8

Speed m/s

8-10

Hit Points



These formidable KG Blast Bots have the resilience of a tank and devastating firepower. Their lasers can reduce Ottsel fur to ash in a matter of milliseconds. A Blast Bot's only real weakness is its distinct lack of mobility, as you'll find out yourself when you get the chance to control one (see page 111). You can use your Morph-Gun to take them out, but you'll waste vast amounts of ammo. The most effective way to destroy these metal beasts is to hit their own bombs back at them.

Location: Haven City

4

Size/m

7

Speed m/s

5

Hit Points



These impressive beasts like to intimidate their opponents by stomping around on all fours, before suddenly rearing up on their hind legs to deliver a killer punch with a massive metal paw. Only really dangerous at close range, the Blue Gun can be used to puncture their well-beaten chests.

Location: Sewer, War Factory

KG Robo-Goon



KG Hopper Bot

1.5

Size/m

25

Speed m/s

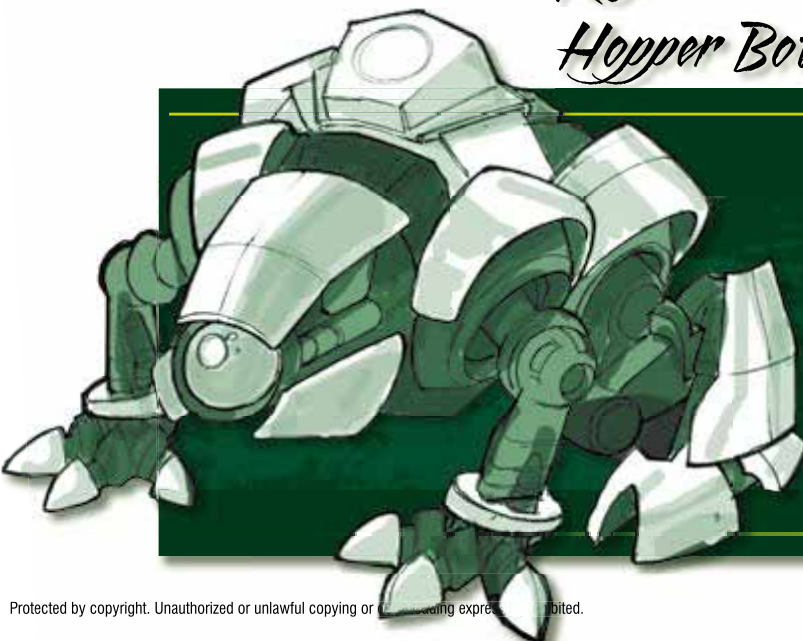
1

Hit Points

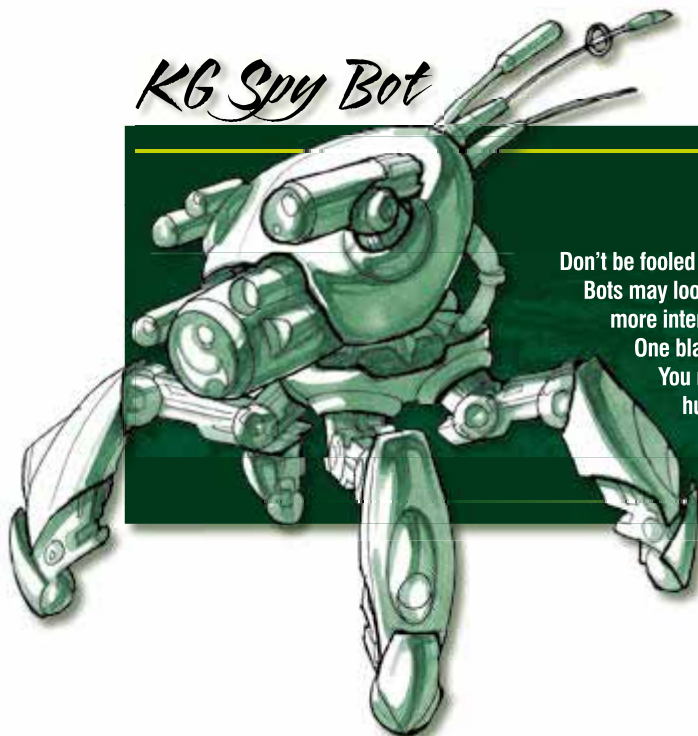


Generally, everyone loves a cute robot, but not in this case. These yappy little tin cans may look sweet, but are actually more annoying than anything else. They jump up and down and make a lot of noise, but can be easily silenced with a couple of blasts from the Red Gun.

Location: Sewer



KG Spy Bot



2

Size/m

4

Speed m/s

1

Hit Points

Don't be fooled by their friendly bark and cheerfully wagging tail: these sneaky Bots may look like innocent toy dogs, but they are in fact cunning robot spies, more interested in headbutting you than fetching your pipe and slippers. One blast from the Red or Yellow Gun will put a stop to their evil plans. You may choose to punctuate each shot in their direction with a humorous cry of "Fetch!"; this is, of course, entirely optional.

Location: Haven City, Sewer, War Factory

KG Death Bot

4.5

Size/m

8

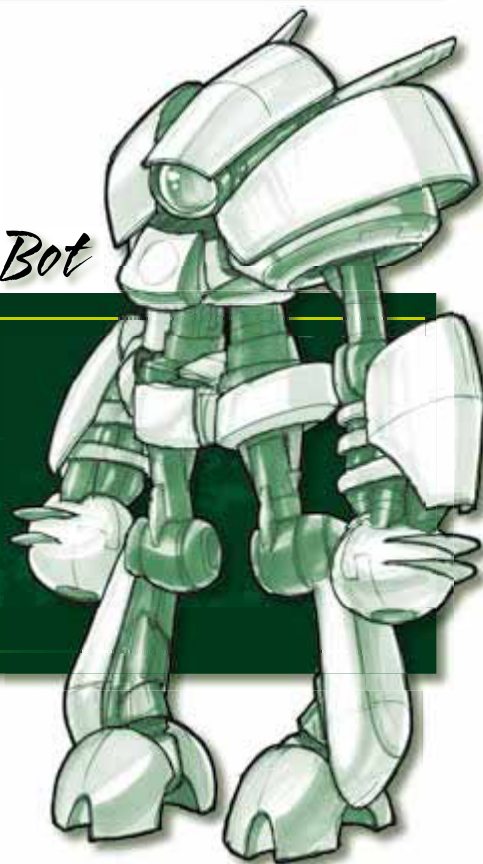
Speed m/s

8-10

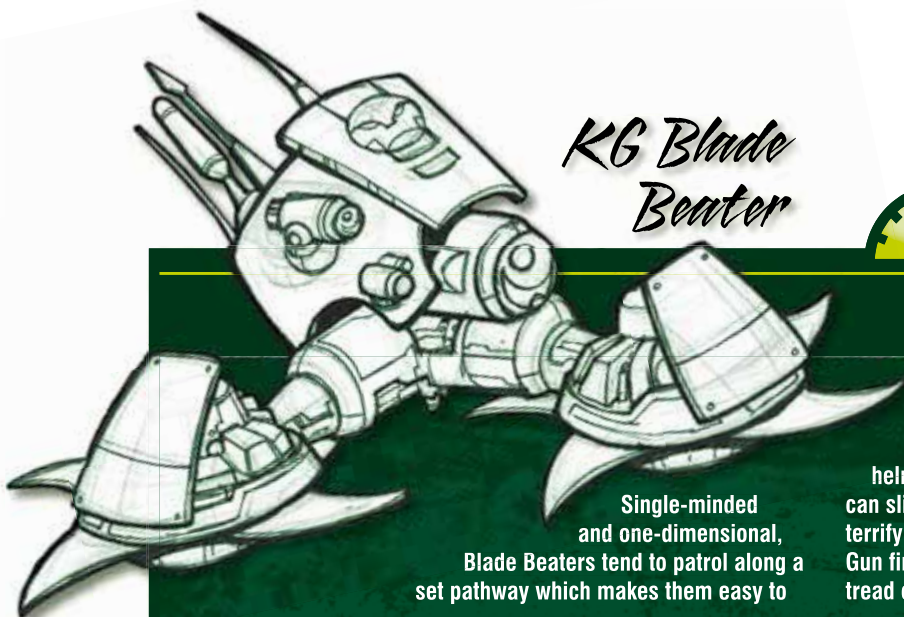
Hit Points

The KG Death Bots are among the toughest foes you'll face. In the streets of Haven City, they roll into tight balls to ambush their opponents. Once uncoiled, they can fire twin lasers, one from each fist, as well as delivering a powerful punch to anyone foolish enough to venture within range. Well protected by heavy armor, you'll need to use the Blue Gun if you want to down one quickly.

Location: Haven City, Sewer, War Factory



KG Blade Beater



7

Size/m

18

Speed m/s

-

Hit Points

Single-minded and one-dimensional, Blade Beaters tend to patrol along a set pathway which makes them easy to

avoid – unless you're forced to enter the area that they're guarding. In that case, make sure you're wearing a steel helmet as the Blade Beater's whirling blades can slice through humans and Ottsets with terrifying ease. They're impervious to Morph-Gun fire, so don't waste your ammunition... and tread carefully!

Location: Sewer

KG Fighter



Size/m

Speed m/s

Hit Points

Sleek fighter jets that patrol the skies around the War Factory. Their speed enables them to easily outmaneuver a Hellcat Cruiser's guns, but they are extremely vulnerable to torpedo attacks. Take out several in one go by pressing (L) when piloting a Freedom League Hellcat Cruiser.

Location: War Factory



CHARACTERS

HOW TO PLAY

WALKTHROUGH

ENEMIES

SECRETS

BEHIND THE SCENES

METAL HEADS

KG FORCES

DARK MAKERS

CREATURES

WASTELANDERS

Dark Makers



Whaaaaat?? This cannot be. Normally I, the great Pecker, can see everything. I know everything, EVERYTHING, do you understand? Nothing escapes my all-seeing eye, but these mysterious Dark Makers have me scratching my feathers with perplexed bemusement. Of course I often scratch my feathers anyway, but that's another matter. Even Onin is at a loss for words when it comes to the Dark Makers. Who are they? What are they? Why are they here? These are just a couple of the evil critters but I've got a nasty feeling there are more out there...

Dark Maker Trooper



Size/m

Speed m/s

Hit Points

These bipedal Dark Maker soldiers are more than a match for Jak and Daxter; they can call up their protective shields at will, and their energy projectile attacks can really ruin your day, unless you consider a vaporized torso to be an improvement. Troopers are extremely well-protected, but their apparent invincibility can be shattered with a few blasts from the Plasmite RPG (Red Gun 3), Arc Welder (Blue Gun 2), or Peace Maker (Purple Gun 1).

Location: Monk Temple, Haven Forest, Dark Maker Ship, Metal Head Tower

Dark Maker Hornet



Size/m

Speed m/s

Hit Points

Not quite as well-protected as their upright brothers, Hornets are highly mobile opponents: you can get quite dizzy just trying to keep up with them. Their wing-jets and projectiles are their prime combat assets, but they are particularly vulnerable to fixed turret gun fire when it's available. Your trusty Yellow Gun in all three forms is your best friend when facing off against a swarm of Dark Maker Hornets.

Location: Haven Forest,

Dark Maker Ship, Metal Head Tower, Palace Ruins





Creatures

I hardly need to relate my principle virtues – like my astonishing good looks, rapier wit, mighty intellect and legendary modesty – because my many desirable traits are, naturally, known the world over. One lesser-known possible attribute of mine, however, is that I'm almost certain to taste delicious. I can't say that for sure, though – and I'd rather no-one else did, either. Especially not the following monsters...

Dark Splitter



Size/m



Speed m/s



Hit Points

These shadowy creatures may look like something out of a cartoon, but you won't be laughing when the monochrome freaks swarm towards you, fiercely growling and mewling. If you shoot them, they'll divide into smaller beasts and continue their remorseless attack with renewed vigor, so you'll need to mow them down as quickly as possible with a rapid-fire weapon such as the Blue Gun 1.



Location: Mine Boss, Metal Head Tower, Final Boss



Size/m



Speed m/s



Hit Points



The Frog is so ugly that it has to cling to other Frogs for comfort, so always expect to find these amphibious creatures in large numbers. They move quickly, and when attacking en masse can cause large amounts of damage. Your best strategy when dealing with a gang of angry Frogs is to blast them at short range with the Red Gun; works like a charm. Its fellow Sewer-dwelling amphibians are bigger (2 m), but slower (12 m/s).

Location: Eco Mines

Frog



Rat



Size/m



Speed m/s



Hit Points

And you thought Dexter was the only stupid furry animal around these parts? Ouch! Only joking Dexter, no need to get violent! Anyway, Rats serve no other purpose than to provide power for the electric dynamos inside the Eco Mine. Although unnaturally large, their pitiful attempts at nipping an opponent's heels are more to be laughed at than feared. In fact, you don't even need to kill these clueless creatures: simply knock one of them into the nearest wheel and watch as its cowardly brethren slink away into the gloom.



Location: Eco Mine

Spiny Toad Hound

1.5

16

1

Size/m

Speed m/s

Hit Points



Tiny, angry balls of venom and spite, Spiny Toads attack by rolling furiously towards their prey and poking them with the fierce spikes that cover their rotund bodies. This isn't the most sophisticated of approaches, but a pack of Spiny Toads can still cause considerable damage. Use the Red Gun to spoil their fun.

Location: Volcano

Spider

3

6

1

Size/m

Speed m/s

Hit Points



Is it me, or have the Spiders got even creepier since they appeared in Jak II? Those venomous fangs certainly look a lot bigger and sharper, and they seemed to have spent their vacation buffing up the bright red badges on their backs. Pity for their sake that they didn't spend more time designing some fancy Spider armor, as their fleshy, hairy bodies are as vulnerable as ever to the might of your Morph-Gun. Strike a blow for arachnophobics everywhere by blasting them with the Red Gun 1. — Incidentally, tiny Spiders can be seen crawling around the floor in Onin's tent. What's that about? Weird!

Location: Monk Temple

Wastelanders

You won't find many Wastelanders featured in this section. Most of us are friendly, law-abiding folks who wouldn't hurt a fly. Well, when I say 'law abiding', I am, of course referring to the law of the Wasteland, which is a little different from normal law. And when I say 'wouldn't hurt a fly', I should also add that there's a long list of critters that we most certainly would hurt, including Marauders, Metal Heads and KG Death Bots... but especially those devilish Marauders.

Marauders

3.5

9

3

Size/m

Speed m/s

Hit Points



Marauders are dangerous foes, fierce nomad fighters that live in the deep desert. As much animal as man, these creatures live only to fight and destroy with no mercy. Their swords are large and sharp, as are their teeth. By contrast, their brains are blunt instruments. Some Wasteland citizens have discovered to their cost that laughing at a Marauder's fetching leather skirt is not a good idea when said Marauder is close enough to hear.

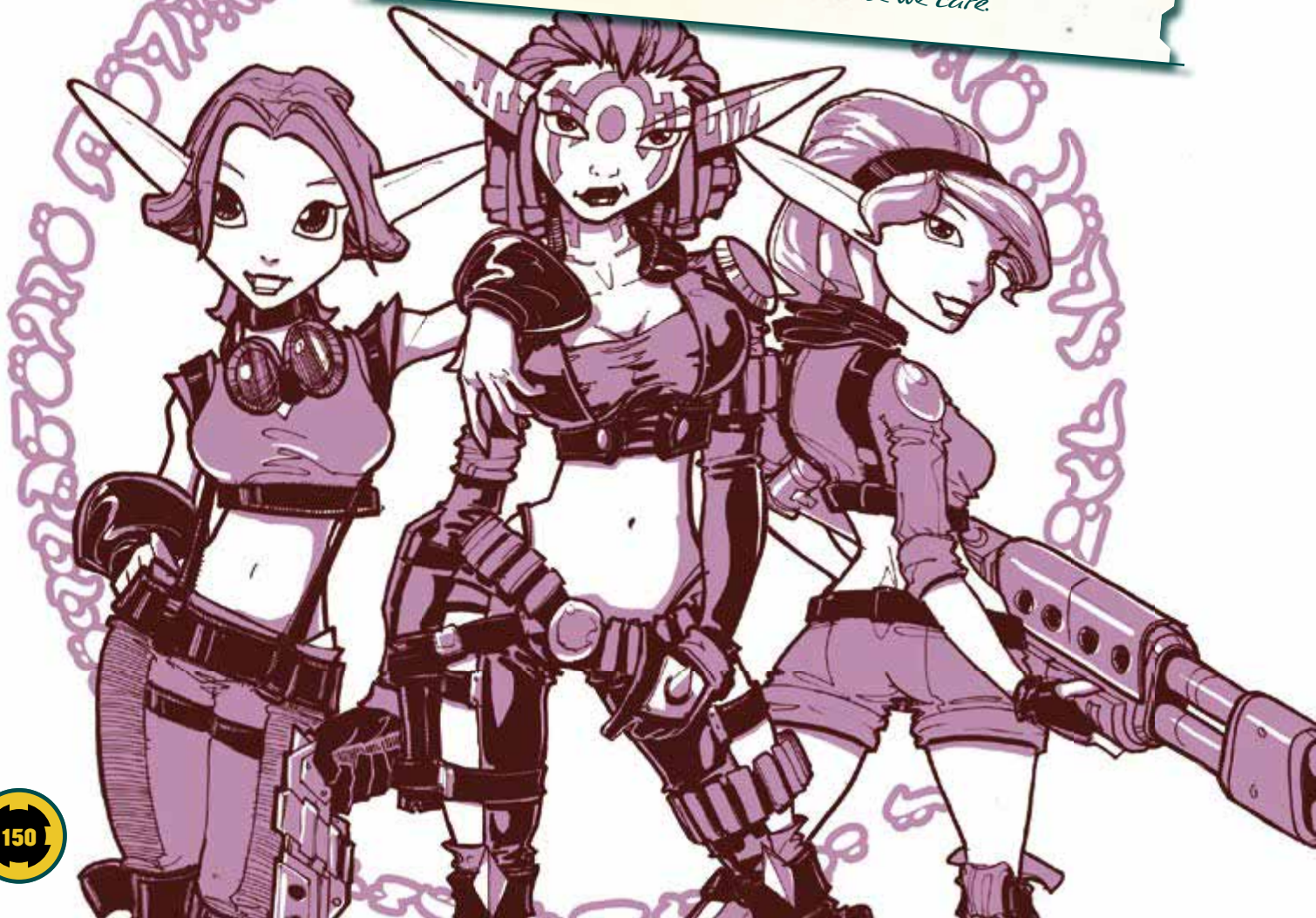
Location: Sparqus Ainea, Desert

5th Chapter



SECRETS

Secrets? I hate 'em! Can't stand people sneaking around, whispering and stuff. It's like they know something I don't, and that makes me mad! Jak has a lot of secrets, probably because he hardly ever says anything. He likes to come over as all mysterious, but I just think he looks goofy. And do you know what's really freaky? Sometimes his head gets all big and bloated for no reason at all and other times, his goatee seems to vanish before my very eyes! What's up with that? Maybe it's all the rotten fruit we've been eating in Spargus City. Anyway, we've discovered a lot of secrets during our current adventure, and we'd like to share them with you, our friends. Why? Because we care.



Precursor Alphabet



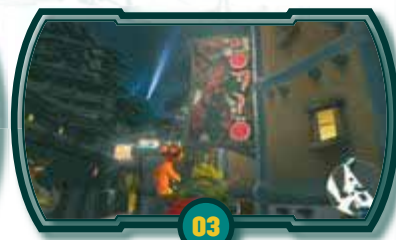
What is this all about? Spelling? I thought adventures were supposed to be about having fun, not homework. Besides, if you hang around gawking at signs in Haven City during the present troubles, you're far more likely to find a bullet in the seat of your pants than discover words of ancient mystical wisdom. Still, it's up to you; I don't like to be negative!

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Fans of Jak II will already be familiar with the Precursor Alphabet. This is a strange set of symbols that the people of Haven City use to communicate. Use the table below to translate the signs that you discover on your travels through the city. Start by looking carefully at the posters on the wall in the Naughty Ottsel bar in the Port. If you press **R3** you can clearly read the posters. The picture of Baron Praxis that has been defaced by a big red cross reads "OBEY" (Fig. 1). By the doorway you will see another familiar face depicted on a poster: when translated, the symbols spell out the name "EROL", the former racing champion and current cyborg (Fig. 2). Although there are very few billboards or posters in the Port

or in the Industrial Zone, you will find several neon signs to decipher in the Slums and in New Haven. Please turn to page 85 of the Walkthrough to see a map of the Slums. Commandeer a Zoomer and press **R3** to enter first-person mode to get close enough to read the signs. One big red sign in particular bears the simple message: "PEACE" (Fig. 3).

Even vehicles carry slogans. Try and use the Precursor Alphabet to work out the girl's name on the blue transporter that ferries you between the Wasteland and Haven City. Here's a clue: it's six letters long and starts with an 'S'.





The Secrets Circle

If you want to unlock Jak 3's many secrets, you need to find or win Precursor Orbs – and lots of them. How do you get your hands on these treasures? Well, one way is to collect those hidden throughout Spargus City and Haven City. You will find detailed information under the heading Precursor Orb Locations in this chapter starting on page 170. In total you can find 169 Precursor Orbs this way.

Another fun way to earn Precursor Orbs is to play the various challenges and mini-games. A total of 431 Precursor Orbs are available this way. However, you will need Skull Gems as payment for most Oracle Totems and Kiosks. More information on challenges and mini-games can be found in the following

sections of this chapter.


Of course, the best way to get Metal Head Skull Gems is to hunt Metal Heads! No-one knows exactly how many Gems you can get from the Metal Heads, but it's rumored to be over 1000. You should note that you won't meet any Metal Heads before Act 1-14: Find Satellite in Volcano. Luckily, over 200 Skull Gems are hidden in breakables or crates in four different locations, stashed there by the hoarding hands of Spargus and Haven City residents. As soon as you smash the crate or urn, you will need to hurry to collect the Gems: they will disappear after a certain amount of time. So, what are you waiting for? Grab them immediately!

Metal Head Skull Gems in Breakables

Location	Skull Gems	Notes	Map
Spargus City	99	Hidden inside breakables	see page 42
Sewer	42	16 hidden in two Crates in the secret room at the end of Mission 2-1: Reach Port via Sewer / In Mission 2-6: Reach Metal Head Area via Sewer – 20 hidden in a Crate in the semi-secret room above the Jump Pad and six hidden in a Crate in the secret room	see page 86 and 94
Temple	75	Hidden inside urns	see page 68 and 74
Haven City – Port Area	27	In Crates at the top of the Port Towers. Reach them by hopping onto the pipes at ground level and Spin-Jumping up the slope to the ledge above	see page 85



Bonus Challenges in Spargus City!

As you travel around Spargus City you'll notice Oracle Totems situated at certain set points on the map. You will be able to participate in a variety of Bonus Challenges by pressing  to donate Skull Gems. You can pinpoint the exact location of the

totems by checking your in-game map, where they will appear as green icons: small dots with triangles underneath. You can use the map provided opposite to easily locate the one you are looking for.

How to Use the Bonus Challenge Boxes

Please find below a sample box for a Bonus Challenge in Spargus City. The boxes for the Bonus Challenges in the Wasteland and in Haven City have the same layout.

1

Orb Search!

2

3

4

5

6

7

8

1

Skull Gems

Precursor Orbs

Totem Location:

When:

Time/Length:

Orb Location/Description:

Spargus City – On the west side of the city, close to the bay.

After Act 1-3: Catch Kanga-Rats.

23 seconds

On the rocks at the far right side of the bay.

1 This is the name of the mission.

2 Look for the corresponding Bonus Challenge icon on the map to find out the location of the specific Bonus Challenge.

3 This meter indicates how many Skull Gems you must pay.

4 This meter tells you how many Precursor Orbs you will be awarded if you are successful.

5 This describes where the Bonus Challenge can be found. If you have any problems finding it, just refer to the respective map in the Secrets Chapter.

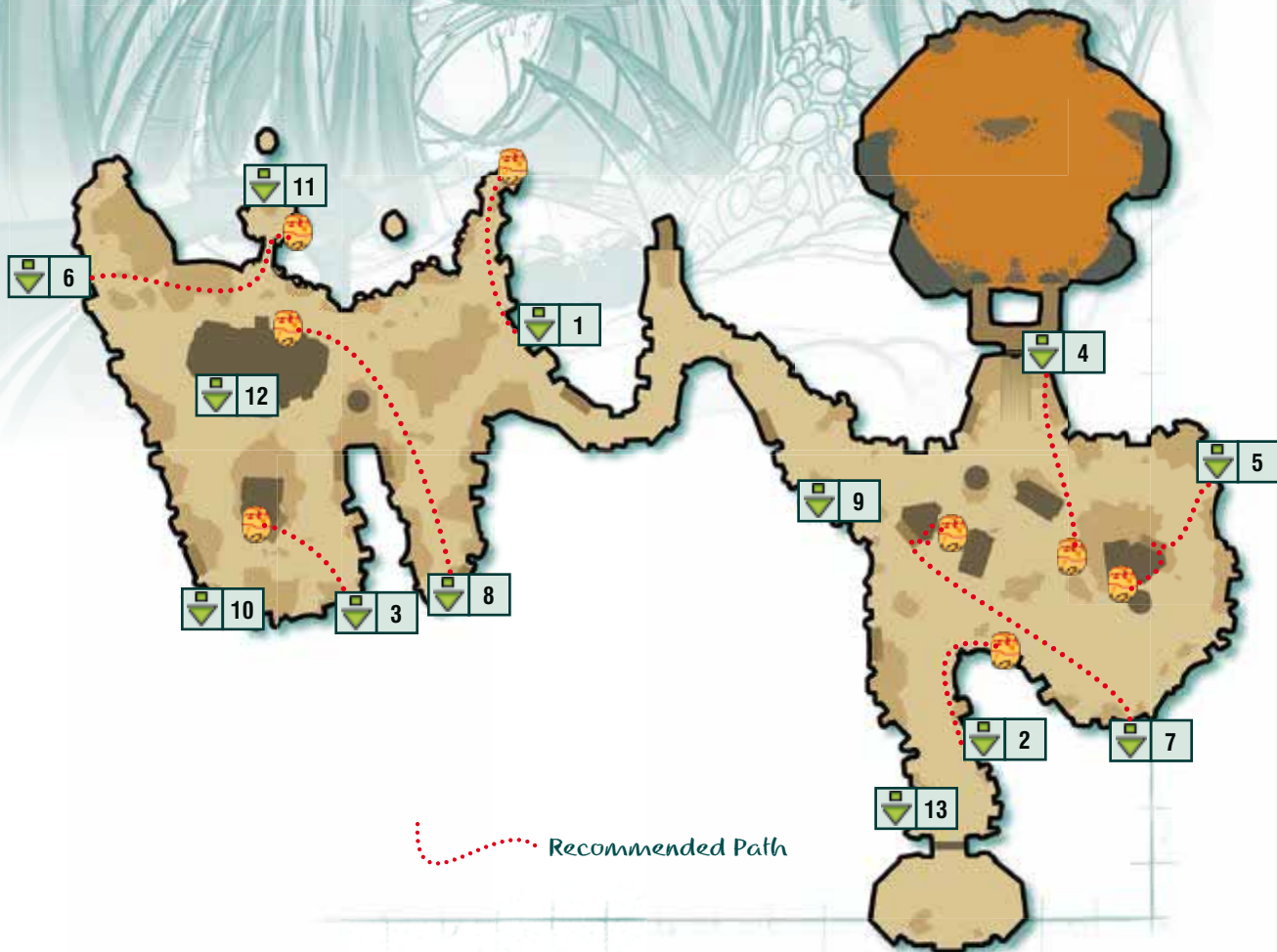
6 Not every Bonus Challenge is available from the beginning of the game. Most of them need to be unlocked, but this sounds more difficult than it actually is. You simply have to complete a specific mission in order to unlock the Bonus Challenge. Which mission is required for each Bonus Challenge can be found here.

7 Time is money! For each Orb Search mission you will have only a specific time to find the Orb. You will find out here how many seconds you have for this challenge. If you do not find the Orb in time it will disappear and you will have to restart the mission. Hurry, or you won't get a reward at all!


When you are trying to beat a Ring Challenge or similar mission, we will tell you the specific criteria for winning – for example, the number of rings you must fly, jump or hover through.

8 Those pesky Precursor Orbs just love to hide themselves in the weirdest places. If you have any problems locating them, you will find that information here. You can also refer to the recommended path on the corresponding map.

When facing a Ring Challenge we will give you helpful advice, enabling you to safely beat the mission.



The Spargus City Orb Search Challenges


There are eight Orb Search Challenge locations in the Spargus City. To start a challenge you must hand over four Skull Gems to an Oracle Totem by pressing  (Fig. 1). You only have to pay once, even when you fail a mission. After paying the fee, you will then be shown the location of a golden Precursor Orb, and given just a few seconds to reach it. The Oracle Totems appear on the map as green icons. Once you've found the Orb associated with a particular totem, the icon will disappear from the map. Your reward for finding one golden Orb is three regular Precursor Orbs. Good deal! Although you won't find any enemies in Spargus City, you can make your life much easier by harnessing a Leaper Lizard to help you move around the narrow streets. When there is no Leaper nearby, you can also use your JetBoard.




Orb Search 1

4 Skull Gems 3 Precursor Orbs	
 1	
Totem Location:	Spargus City – On the west side of the city, close to the bay.
When:	After Act 1-3: Catch Kanga-Rats.
Time/Length:	23 seconds
Orb Location/Description:	On the rocks on the far right side of the bay.

Orb Search 2

4 Skull Gems 3 Precursor Orbs	
 2	
Totem Location:	Spargus City – To the right of Kleiver's garage entrance.
When:	After Act 1-6: Race for Artifacts.
Time/Length:	18 seconds
Orb Location/Description:	Up the flight of stairs on the right of the Light Eco vent.


Orb Search 3

4 Skull Gems 3 Precursor Orbs	
 3	
Totem Location:	Spargus City – South of the bay area.
When:	After Act 1-7: Beat Monks in Leaper Race.
Time/Length:	19 seconds
Orb Location/Description:	Alleyway in the middle of the large house just a few feet in front of the totem.


Orb Search 4

4 Skull Gems 3 Precursor Orbs	
 4	
Totem Location:	Spargus City – To the right of the Arena steps.
When:	After Act 1-8: Destroy Metal Head Beasts.
Time/Length:	24 seconds
Orb Location/Description:	In plain sight, on the small mound next to the Light Eco vent.


Orb Search 5

4 Skull Gems 3 Precursor Orbs	
 5	
Totem Location:	Spargus City – On the east side of the city.
When:	After Act 1-10: Corral Wild Leapers.
Time/Length:	22 seconds
Orb Location/Description:	The building with the spikes on the side just a few feet in front of the totem.


Orb Search 6

4 Skull Gems 3 Precursor Orbs	
 6	
Totem Location:	Spargus City – On the far west side of the bay.
When:	After Act 1-19: Defend Ashelin at Oasis.
Time/Length:	14 seconds
Orb Location/Description:	On the turret island.

Orb Search 7

4 Skull Gems 3 Precursor Orbs	
 7	
Totem Location:	Spargus City – South-east corner.
When:	After Act 2-13: Race for More Artifacts.
Time/Length:	23 seconds
Orb Location/Description:	Diagonally across from the totem, located on a bridge.

Orb Search 8

4 Skull Gems 3 Precursor Orbs	
 8	
Totem Location:	Spargus City – In the south-east corner of the bay area.
When:	After Act 2-13: Race for More Artifacts.
Time/Length:	20 seconds
Orb Location/Description:	On the big building opposite the turret.

Spargus City Ring Chase Challenges

Not all of the Oracle Totems that you see will trigger Orb Search Challenges. Some of them will invite you to participate in a Ring Chase to test your speed and agility. You must pay eight Skull Gems to participate. Press once to offer the gems; the Totem will then give you instructions. A blue ring will appear, and you will have just a few seconds to hop onto the nearby Leaper

Lizard and jump through the ring. As long as you make contact with any part of the ring you will be fine. You will then only have a few more seconds to reach each subsequent blue ring that appears. The final ring that you must leap through will be red. Your reward for completing each Ring Chase is ten Precursor Orbs! Sweet!

Spargus Ring Chase

9



Skull Gems



Precursor Orbs

Totem Location:	This Ring Chase is in the eastern sector of Spargus City. The totem that you need to speak to is on the left side of the long path that links the east and west sectors of the city.
When:	After Act 1-3: Catch Kanga-Rats.
Time/Length:	17 rings
Vehicle:	Leaper Lizard
Hint:	This chase is difficult, as you must jump over lots of steps and climb on rooftops (Fig. 2).

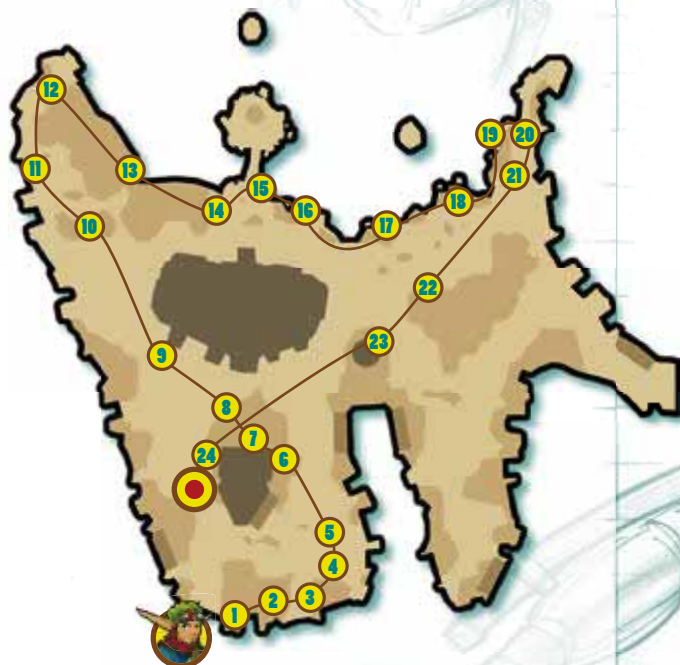


Seashore Ring Chase

10

Skull Gems Precursor Orbs

Totem Location:	The seaside of Spargus City.
When:	After Act 1-16: Beat Turret Challenge.
Time/Length:	24 rings
Vehicle:	Leaper Lizard
Hint:	This Ring Chase occurs in the seaside section of Spargus City and takes you on a delightful trip around the coastline (Fig. 3). The totem that you need to talk to is set against the wall in the south of the bay resort area.



Spargus City Special Challenges

Spargus Turret Game

11

Skull Gems Precursor Orbs

Location:	To play this free game simply return to the Turret by the seashore in Spargus.
When:	After Act 1-16: Beat Turret Challenge.
Hint:	You can win three Precursor Orbs each for earning Gold, Silver or Bronze medals.

Bronze: 10,000 Silver: 20,000 Gold: 40,000

Spargus Spirit Chase

12

Skull Gems Precursor Orbs

Totem Location:	In the far west of Spargus you'll find a Spirit Chase totem.
When:	After Act 1-19: Defend Ashelin at Oasis.
Hint:	Jump onto a Leaper Lizard or mount your JetBoard, then speed towards the blue and white energy sphere. Closely follow the trail of blue vapor left by the spirit to reach the goal and earn ten Precursor Orbs.


Spargus Timer Chase

13

Skull Gems Precursor Orbs

Totem Location:	You can find it close to the entrance to Spargus.
When:	After Act 2-17: Race for More Artifacts.
Hint:	You must reach the goal before time runs out. Grab the different colored pick-ups to freeze time and stop the clock. The blue ones will stop the timer very briefly; the yellow ones slow down the timer a little longer; the red ones freeze it for the longest time. You'll need to mount a Leaper Lizard, because this challenge is impossible on foot or by JetBoard. If you successfully complete the challenge you'll earn ten Precursor Orbs.

Bonus Challenges in the Wasteland

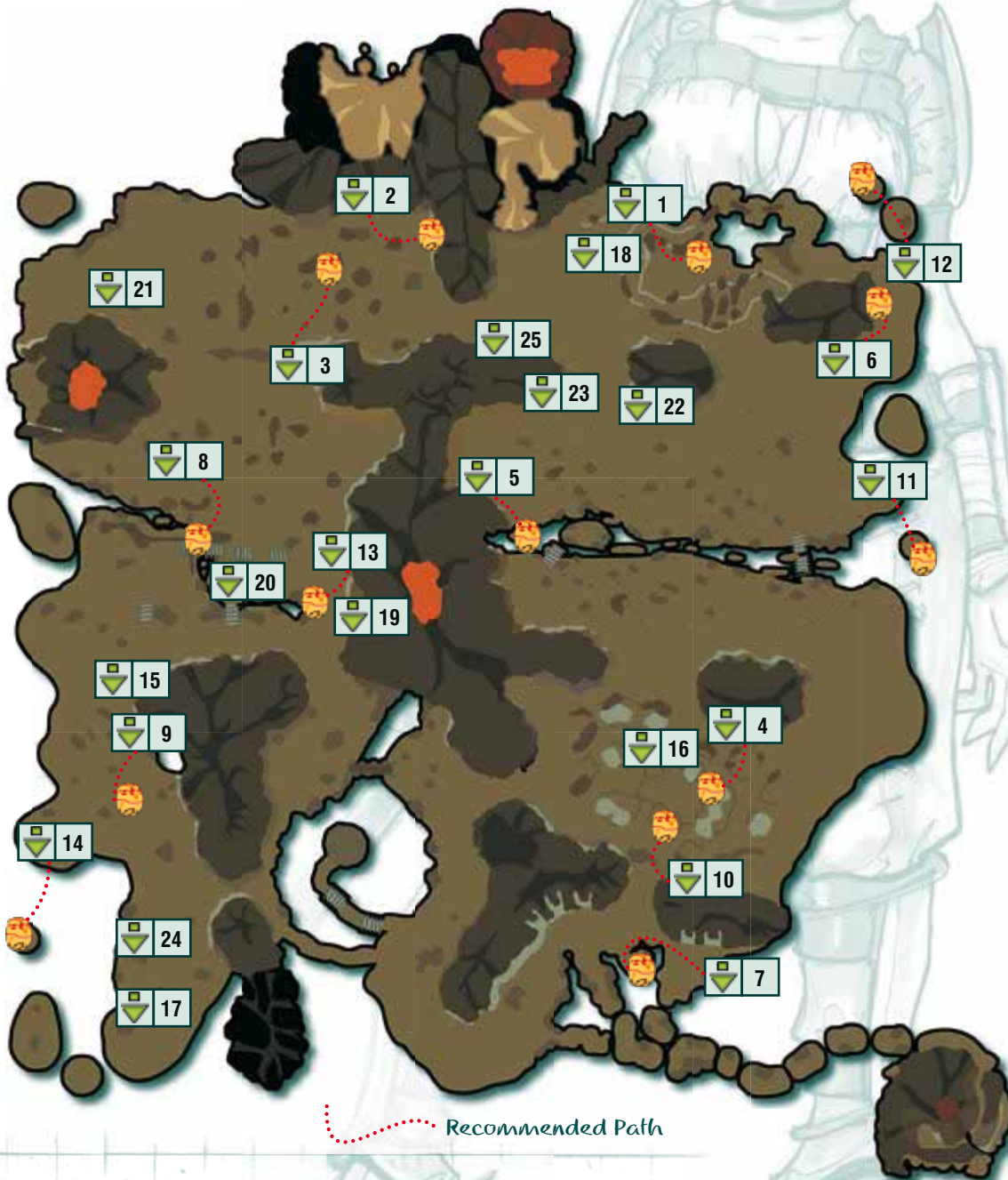
You won't just find sand, searing heat and Marauders in the Wasteland: you'll also discover Oracle Totems and Question Mark Kiosks situated at strategic points. You will be able to participate in a variety of Bonus Challenges by pressing  to donate Skull Gems. You can pinpoint the exact location of the

kiosks and totems by checking your in-game map, where they will appear as green icons: small dots with a triangle underneath. You can also use the map provided below for reference. An explanation of the box layout can be found on pages 152-153.

The Wasteland Orb Search Challenges

Below you will find a complete list of all 14 Orb Search Challenges located in the desert. It might be a good idea to borrow a fast vehicle to help you get around. You'll also find that

Marauders will attack you in packs, so it makes sense to choose a vehicle with a mounted weapon. The following map will also help you locate each and every Precursor Orb.



Orb Search 1

 	
1	Skull Gems Precursor Orbs
Totem Location:	The Desert – To the right of the garage.
When:	After Act 1-5: Beat Kleiver in Desert Race.
Time/Length:	17 seconds
Orb Location/Description:	Near rocks next to the race track.



Orb Search 6

 	
6	Skull Gems Precursor Orbs
Totem Location:	The Desert – On the north-eastern side, close to the ocean.
When:	After Act 1-10: Corral Wild Leapers.
Time/Length:	17 seconds
Orb Location/Description:	Just a few feet to the right of the totem, close to the rock.



Orb Search 2

 	
2	Skull Gems Precursor Orbs
Totem Location:	The Desert – Northernmost point.
When:	After Act 1-8: Destroy Metal Head Beasts.
Time/Length:	14 seconds
Orb Location/Description:	On some rocks, directly to the right of the totem.



Orb Search 7

 	
7	Skull Gems Precursor Orbs
Totem Location:	The Desert – In the far south-east corner.
When:	After Act 1-10: Corral Wild Leapers.
Time/Length:	27 seconds
Orb Location/Description:	Next to the palm tree and the flaming torch, close to the water.



Orb Search 3

 	
3	Skull Gems Precursor Orbs
Totem Location:	The Desert – due south-west of Totem 2.
When:	After Act 1-8: Destroy Metal Head Beasts.
Time/Length:	27 seconds
Orb Location/Description:	Directly to the north of the totem.



Orb Search 8

 	
8	Skull Gems Precursor Orbs
Totem Location:	The Desert – Due south-west of Totem 3.
When:	After both Act 1-15: Find Oracle in Monk Temple and Act 1-18: Destroy Eggs in Nest.
Time/Length:	20 seconds
Orb Location/Description:	On the bridge closest to the totem.



Orb Search 4

 	
4	Skull Gems Precursor Orbs
Totem Location:	The Desert – In the middle of the village on the south-east side.
When:	After Act 1-9: Earn 2nd War Amulet.
Time/Length:	14 seconds
Orb Location/Description:	Under the arch opposite the cactus patch.

Orb Search 9

 	
9	Skull Gems Precursor Orbs
Totem Location:	The Desert – Next to the Oasis on the far west side of the desert.
When:	After Act 1-19: Defend Ashelin at Oasis.
Time/Length:	17 seconds
Orb Location/Description:	Directly south of the Oasis.

Orb Search 5

 	
5	Skull Gems Precursor Orbs
Totem Location:	The Desert – on the east side of the volcano.
When:	After Act 1-9: Earn 2nd War Amulet.
Time/Length:	13 seconds
Orb Location/Description:	On the small island in front of the waterfall.

Orb Search 10

 	
10	Skull Gems Precursor Orbs
Totem Location:	The Desert – South of the village in the south-east corner of the map.
When:	After Act 2-9: Destroy Eco Grid with Jinx.
Time/Length:	17 seconds
Orb Location/Description:	In the village, a few dozen paces directly in front of the totem.

Orb Search 11



11

Skull Gems *Precursor Orbs*

Totem Location:	The Desert – On the east side, next to the ocean.
When:	After Act 2-13: Race for More Artifacts.
Time/Length:	15 seconds
Orb Location/Description:	On the island directly in front of the totem.

Orb Search 12



12

Skull Gems *Precursor Orbs*

Totem Location:	The Desert – North-east corner of the map.
When:	After Act 2-15: Chase Down Metal Head Beasts.
Time/Length:	18 seconds
Orb Location/Description:	On the smaller of the two islands to the north of the totem.

Orb Search 13



13

Skull Gems *Precursor Orbs*

Totem Location:	The Desert – West side of the central volcano.
When:	After Act 2-17: Take out Marauder Stronghold.
Time/Length:	10 seconds
Orb Location/Description:	By the river, at the bottom of the slope a few dozen feet away from the totem.

Orb Search 14



14

Skull Gems *Precursor Orbs*

Totem Location:	The Desert – South-west corner of the map.
When:	After Act 2-17: Take Out Marauder Stronghold.
Time/Length:	21 seconds
Orb Location/Description:	On the small island due south of the totem.



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The Wasteland Ring Chase Challenges

Oasis Ring Chase

15

Skull Gems

Precursor Orbs

Totem Location:

This Ring Chase takes place in the Desert, close to the Oasis where you previously rescued Ashelin. The totem that you need to talk to is just north of the Oasis.

When:

After Act 1-19: Defend Ashelin at Oasis.

Time/Length:

20 rings

Vehicle:

Any, Sand Shark recommended.

Hint:

This chase takes you around the Oasis (Fig. 1). The time limits for this challenge are rather hard – don't forget to use your Turbo. Collect as many Turbo Boosts as possible on your way to beat this challenge.



Nest Ring Chase

16

Skull Gems

Precursor Orbs

Totem Location:

The totem that you need to talk to is next to totem four in the Desert village.

When:

After Act 2-15: Chase Down Metal Head Beasts.

Time/Length:

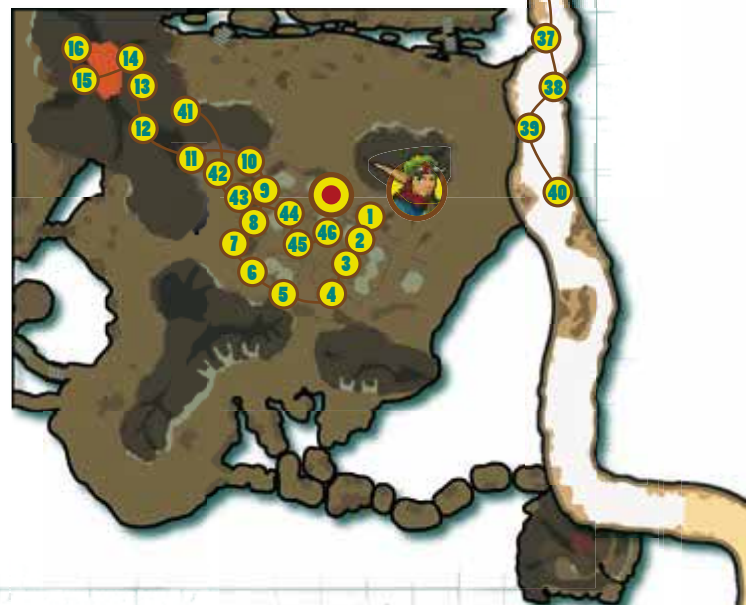
46 rings

Vehicle:

Any, Sand Shark recommended.

Hint:

This Ring Chase takes place in the Desert and even leads you deep inside the Metal Head Nest (Fig. 2).



The Wasteland Special Challenges

As well as the ancient Oracle Totems, you'll also find Wasteland Kiosks situated in the middle of the desert. These Kiosks have a circular hologram, and are blue with a question mark insignia before you've paid for the mission and orange with a white Kleiver fist logo after you've paid. Use them to participate in some fun challenges.

Desert Satellite Game

17

Skull Gems Precursor Orbs

Location:	South of the Oasis you'll find another crashed Satellite similar to the one found in the Unlock Satellite game (see page 51).
When:	After Act 1-4: Unlock Satellite.
Hint:	It's free to play, but you can earn three Precursor Orbs each for winning Gold, Silver or Bronze medals.

Bronze: 100 Silver: 500 Gold: 1,000

Racetrack Time Trial

18

Skull Gems Precursor Orbs

Kiosk Location:	The kiosk for this challenge is located close to the start of the race course (see map).
When:	After Act 1-5: Beat Kleiver in Desert Race.
Hints:	The first of these challenges is a re-run of Act 1-5: Beat Kleiver in Desert Race (see page 52). Hand over eight Skull Gems to the kiosk and Kleiver will bellow instructions at you with his usual charm and grace. The race is similar to before, but this time you must impress Kleiver by driving as fast as possible and beating the Goal Score (Fig. 3). If you do, he'll give you a prize of three Precursor Orbs each for winning Gold, Silver or Bronze medals. Let's hope they don't come wrapped in something that he's killed and skinned himself! You'll see a timer at the top of the screen that will let you know how well you are doing. Check the High Score table in the Options Ring to find out what you have to beat. There are no other vehicles to race; it's just you against the clock.

Bronze: 3.30.00 Silver: 3.15.00 Gold: 3.00.00



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Wasteland Run

19



Skull Gems Precursor Orbs

Kiosk Location:	This kiosk is situated on the west side of the volcano in the centre of the desert (see map).
When:	After Act 1-8: Destroy Metal Head Beasts.
Hint:	Hand over twelve Skull Gems and Kleiver will challenge you to a race against four Marauders. This is a particularly long and difficult course. The Marauders will frequently attempt to force you off the track, so try and keep as far away from them as possible. There's a broken bridge close to the start of the course. Fail to clear it and you'll end up in the water, struggling to catch up as the others soar over your head. To avoid a soaking, be sure to drive over the Turbo Boost that is situated just before the bridge, then press R2 when approaching the lip of the bridge to boost your way across. The rest of the course is very bumpy, so be careful not to go too fast or you'll turn your vehicle over and add more costly seconds to your time. Use the wider sections of the course to surge ahead of your rivals by cutting inside them when the course widens. You will be rewarded with six Precursor Orbs each for achieving Gold, Silver or Bronze.

Bronze: 4:40:00 **Silver:** 4:30:00 **Gold:** 4:25:00

Desert Spirit Chase

21



Skull Gems Precursor Orbs

Totem Location:	In the north-west corner of the Desert.
When:	After Act 1-8: Destroy Metal Head Beasts.
Hint:	Offer the totem in the north-west corner of the Desert eight Skull Gems and the Oracle will challenge you to a race. Jump into your vehicle, then zoom towards the blue and white energy sphere. Closely follow the trail of blue vapor left by the spirit to reach the goal and earn ten Precursor Orbs.

Desert Timer Chase

22



Skull Gems Precursor Orbs

Totem Location:	In the east of the Desert.
When:	After Act 1-19: Defend Ashelin at Oasis.
Hint:	Pay eight Skull Gems at the kiosk in to participate in this unusual race. You must reach the goal before the timer counts down to zero. Grab the different colored pick-ups to freeze time and stop the clock. The blue rings will stop the clock for a very short time. The yellow ones slow down the timer a little longer, and the red ones freeze it for the longest duration. You'll need a vehicle as this task is impossible on foot. If you successfully complete the challenge, you'll earn ten Precursor Orbs.

Desert Jump Challenges

20



Skull Gems Precursor Orbs

Kiosk Location:	Head for the kiosk to the west of the Desert to participate in a series of fun Jump Challenges.
When:	After Act 1-8: Destroy Metal Head Beasts.
Vehicle:	Sand Shark, Heat Seeker, Dust Demon or Desert Screamer
Hint:	The fee of 18 Skull Gems unlocks all the challenges, of which there are five in total.

Single Hang Time: In this challenge you must try to stay in the air as long as possible. To earn a Bronze medal you must hang in the air for at least 2:50 seconds. You have 30 seconds to perform this jump.

Bronze: 0:02:50 **Silver:** 0:03:50 **Gold:** 0:04:50

Total Hang Time: In this mission the Hang Time for each jump will be added to form your total. To earn a Bronze medal you must rack up a cumulative Hang Time of ten seconds. You have one minute for this challenge. Use any of the Bonus Vehicles or Unlimited Vehicle Turbos cheat to make this challenge easier.

Bronze: 0:10:00 **Silver:** 0:12:50 **Gold:** 0:15:00

Single Distance: In this challenge you must try to perform a long jump – and the further you can get, the better.

Bronze: 180.0m **Silver:** 200.0m **Gold:** 220.0m

Total Distance: In this challenge the length of each jump will be added to form a total. You have one minute for this challenge. One of the goals is to reach 800m. For each challenge you can earn three Precursor Orbs for Gold, Silver and Bronze medals.

Bronze: 500.0m **Silver:** 650.0m **Gold:** 800.0m

Roll: In this challenge you must try to overturn your vehicle as often as possible. Crash into walls and fall over ledges to perform as many rolls as possible with your vehicle. Strangely enough, deliberately attempting to drive badly can be more difficult than you might expect...

Bronze: 3 **Silver:** 6 **Gold:** 9

*3 for each Bronze, Silver and Gold earned in each challenge.



Desert Rescue Challenge

23

Skull Gems

Precursor Orbs

Totem Location:

Head for the Kiosk in the north-east of the desert.

When:

After Act 1-19: Defend Ashelin at Oasis.

Hint:

Hand over 12 Skull Gems at the Kiosk in the north-east of the desert to play a mission similar to Act 1-11: Rescue Wastelanders. You must be driving the Sand Shark buggy to play this challenge. The handsome sum of 18 Precursor Orbs will be your reward for saving all the Wastelanders. You must lead four Wastelanders to their transporters in total.



Metal Head Pod Spider Hunt

24

Skull Gems

Precursor Orbs

Totem Location:

You can find the kiosk for this hunt in the south-west corner of the Desert.

When:

After Act 2-13: Race For More Artifacts.

Hint:

Hand over twelve Skull Gems to start the hunt. You must kill 180 Metal Head Pod Spiders within the time limit (Fig. 4). Your prize will be 18 Precursor Orbs.



Marauder Challenge

25

Skull Gems

Precursor Orbs

Kiosk Location:

This kiosk is almost directly opposite the entrance to Kleiver's garage.

When:

After Act 2-15: Chase Down Metal Head Beasts.

Hint:

Hand over eight Skull Gems and Kleiver will instruct you to hunt down Marauders. Dispatch the required number to win a prize: three Precursor Orbs each for Gold, Silver or Bronze. In the top left corner of the screen you'll see that to earn a Bronze prize you must shoot 30 Marauders. In the top right corner of the screen your total number of Kills will be displayed. As soon as you hop into your vehicle a timer will start at the top of the screen. You have just two minutes to hunt down your Marauder quarry as they drive around in their fierce-looking vehicles (Fig. 5).

Bronze: 30

Silver: 45

Gold: 60



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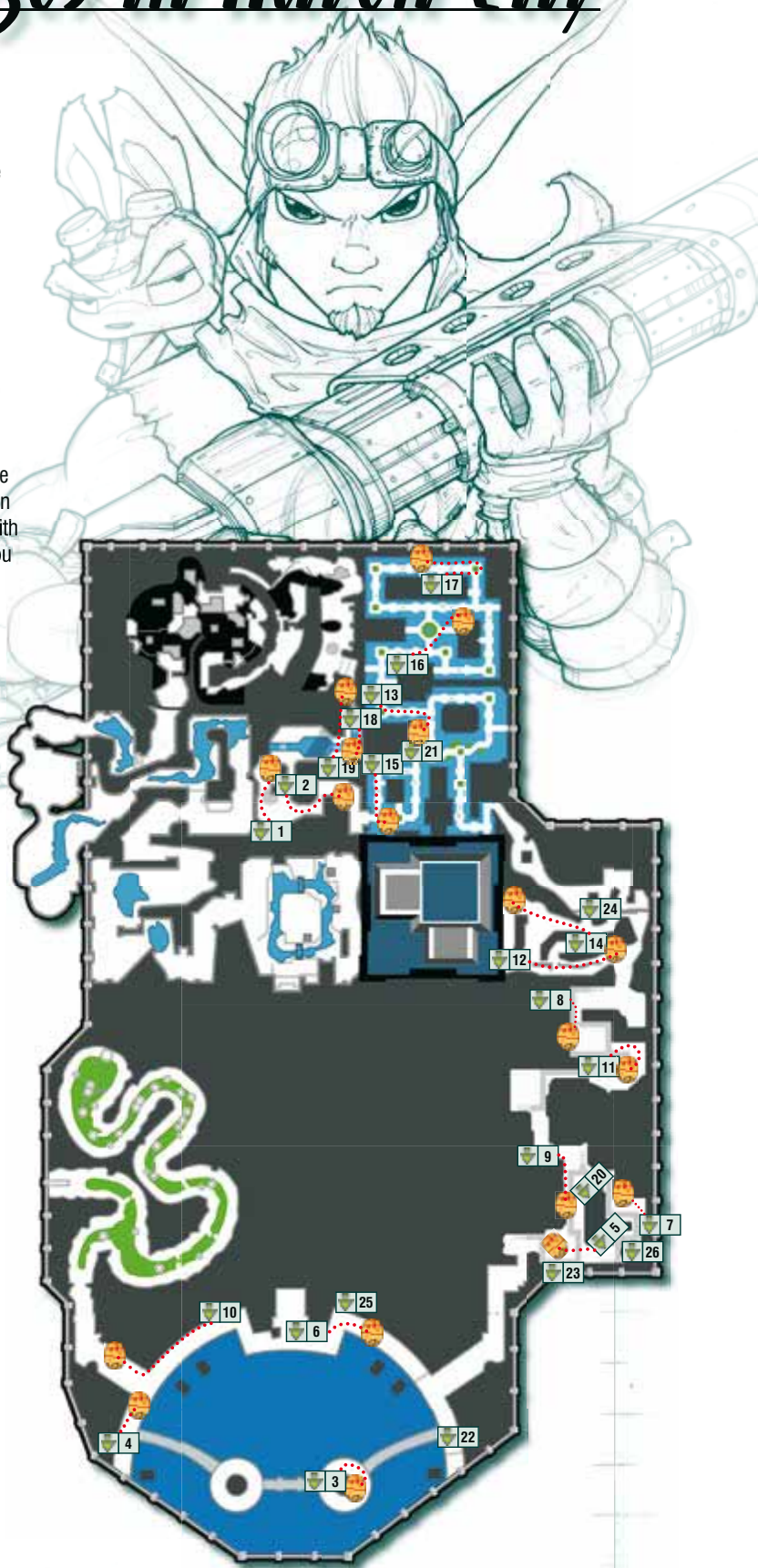


* Bonus Challenges in Haven City

As you travel around Haven City you'll notice that there are many blue Question Mark Kiosks to be found at various points (Fig. 1). When the kiosks are displaying a Freedom League insignia, you can participate in a variety of Bonus Challenges. Press **△** to donate Skull Gems, just as in the Wasteland. You can pinpoint the exact location of the kiosks by checking your in-game map. They will appear as green icons: small dots with a triangle underneath. You can also use the map below for reference. An explanation of the box layout can be found on pages 152-153.

Haven City Orb Search Challenges

There are 19 Orb Search Challenges in Haven City. To start a challenge you must hand over four Skull Gems to the kiosk by pressing **△**. You will then be shown the location of a golden Precursor Orb and given just a few seconds to reach it. You will be rewarded with three Precursor Orbs if you find it. Kiosks appear on the map as green icons. Once you've found the orb associated with a particular kiosk, the icon will disappear from the map. Below you will find a complete list of all Haven City Orb Search Challenges.



Orb Search 1

1

4

3

Skull Gems Precursor Orbs

Kiosk Location:	South of the bombed-out area between New Haven and the Palace Ruins.
When:	After Act 1-24: Defeat Veger's Precursor Robot.
Time/Length:	14 seconds
Orb Location/Description:	Climb up onto the rubble directly opposite and grind the first pipe with the 'normal' orb. Jump onto the next pipe to get the gold orb.

Orb Search 6

6

4

3

Skull Gems Precursor Orbs

Kiosk Location:	In the middle of the Port, next to the Gun Course.
When:	After Act 2-4: Beat Gun Course 1.
Time/Length:	12 seconds
Orb Location/Description:	A few steps to the right of the kiosk. Surf over the vent on the JetBoard to reach it.

Orb Search 2

2

4

3

Skull Gems Precursor Orbs

Kiosk Location:	In the bombed-out area between New Haven and the Palace Ruins, diagonally opposite kiosk number one.
When:	After Act 1-24: Defeat Veger's Precursor Robot.
Time/Length:	22 seconds
Orb Location/Description:	Next to the barrier that leads to New Haven.

Orb Search 7

7

4

3

Skull Gems Precursor Orbs

Kiosk Location:	On the far east side of the Industrial Zone.
When:	After both Act 2-4: Beat Gun Course 1 and Act 2-5: Destroy Sniper Cannons.
Time/Length:	10 seconds
Orb Location/Description:	Jump up on the pipe diagonally opposite the kiosk.

Orb Search 3

3

4

3

Skull Gems Precursor Orbs

Kiosk Location:	On the walkway in the middle of the Port, near to the transporter.
When:	After Act 2-1: Reach Port via Sewer.
Time/Length:	3 seconds
Orb Location/Description:	Jump on top of the kiosk and execute a High Jump (hold and press) then press to do a Spin and reach the ledge.

Orb Search 8

8

4

3

Skull Gems Precursor Orbs

Kiosk Location:	Far north sector of the Industrial Zone.
When:	After Act 2-9: Destroy Eco Grid With Jinx.
Time/Length:	11 seconds
Orb Location/Description:	Grind the sloping rail directly behind you to reach the upper walkway. The orb is just a few steps further in front of you.

Orb Search 4

4

4

3

Skull Gems Precursor Orbs

Kiosk Location:	On the far west side of the Port.
When:	After Act 2-2: Destroy Incoming Blast Bots.
Time/Length:	4 seconds
Orb Location/Description:	Right next to you! Skate over the air vent to reach it.

Orb Search 9

9

4

3

Skull Gems Precursor Orbs

Kiosk Location:	In the middle of the Industrial Zone.
When:	After Act 2-9: Destroy Eco Grid With Jinx.
Time/Length:	10 seconds
Orb Location/Description:	Turn to your left, then skate over the air vent to be boosted up onto the walkway. The orb should be directly in front of you.

Orb Search 5

5

4

3

Skull Gems Precursor Orbs

Kiosk Location:	In the middle of the Industrial Zone.
When:	After Act 2-3: Destroy Barrier With Missile.
Time/Length:	10 seconds
Orb Location/Description:	On the rail to the left of the kiosk. Reach it by grinding the sloping rail directly on your left to reach the walkway, then leap across and grind the flat rail.

Orb Search 10

10

4

3

Skull Gems Precursor Orbs

Kiosk Location:	In the middle of the Port, to the right of the Naughty Ottsel.
When:	After Act 2-9: Destroy Eco Grid With Jinx.
Time/Length:	20 seconds
Orb Location/Description:	Grind the yellow and black rail high up to the left of the Naughty Ottsel. Reach it by skating across the vent on the left of the kiosk.

Orb Search 11

11

Skull Gems Precursor Orbs

Kiosk Location:	Northern sector of the Industrial Zone.
When:	After Act 2-10: Hijack Eco Vehicle.
Time/Length:	7 seconds
Orb Location/Description:	Boost up to the rail directly above the start point by skating over the vent behind you.

Orb Search 16

16

Skull Gems Precursor Orbs

Kiosk Location:	In the northern sector of New Haven.
When:	After Act 2-22: Find Cypher In Eco Grid.
Time/Length:	15 seconds
Orb Location/Description:	From where you stand, skate diagonally straight ahead of you, past the fountain. The orb is just around the corner, on the right.

Orb Search 12

12

Skull Gems Precursor Orbs

Kiosk Location:	In the Slums, to the south of Onin's tent.
When:	After Act 2-18: Beat Pillar Ring Challenges.
Time/Length:	8 seconds
Orb Location/Description:	Opposite the southern entrance to the Slums.

Orb Search 17

17

Skull Gems Precursor Orbs

Kiosk Location:	At the northernmost tip of New Haven.
When:	After Act 3-4: Destroy Dark Ship Shield.
Time/Length:	17 seconds
Orb Location/Description:	Directly opposite the kiosk. You need to grind a yellow and black rail to reach it.

Orb Search 13

13

Skull Gems Precursor Orbs

Kiosk Location:	In the middle of New Haven.
When:	After Act 2-19: Break Barrier with Blast Bot.
Time/Length:	15 seconds
Orb Location/Description:	Grind the yellow and black rail that lies straight ahead of you.

Orb Search 14

14

Skull Gems Precursor Orbs

Kiosk Location:	In the southern sector of the Slums.
When:	After Act 2-19: Break Barrier with Blast Bot.
Time/Length:	17 seconds
Orb Location/Description:	On the ground outside Onin's tent. Check the map and head in the direction of the large blue Freedom League fortress on the west side of the Slums.

Orb Search 18

18

Skull Gems Precursor Orbs

Kiosk Location:	South of the entrance to the Palace Ruins.
When:	Before Act 3-7: Reach Catacombs via The Palace Ruins starts.
Time/Length:	15 seconds
Orb Location/Description:	South of the kiosk.

Orb Search 15

15

Skull Gems Precursor Orbs

Kiosk Location:	In the southern sector of New Haven.
When:	After Act 2-20: Defend HQ From Attack.
Time/Length:	20 seconds
Orb Location/Description:	The orb is nestling in a tree next to a fountain to the south of the kiosk. Use a Zoomer to reach it.

Orb Search 19


19


Skull Gems Precursor Orbs


Kiosk Location:	South of kiosk number 18.
When:	Before Act 3-7: Reach Catacombs via The Palace Ruins.
Time/Length:	19 seconds
Orb Location/Description:	On rail leading to Palace Ruins.

Haven City Ring Chase Challenges

Haven City Industrial Ring Chase

 20

 8

 10

Kiosk Location:

When:

Time/Length:

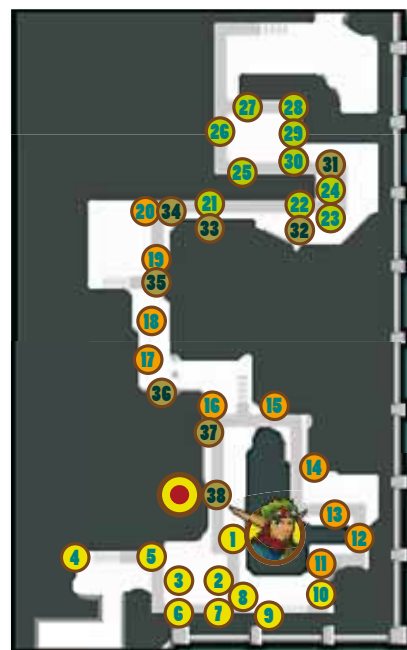
Hint:

Check out the kiosk in the middle of the Industrial Zone.


After Act 2-9: Destroy Eco Grid With Jinx.


38 rings


Hand over the fee of eight Skull Gems to kick off a tricky ring chase. Mount your JetBoard and skate through the blue rings when they appear. Use the air vents to reach the rings that appear on the upper walkways (Fig. 2). Watch out for the sixth ring in the chase. It's on a grind rail – take it slowly, judge your jump onto the grind rail carefully, and press and hold **Ⓒ** to grind. The next ring in the sequence is further along the rail, and if you don't make the jump and grind the rail, you'll have to start over again! Dodge the Zoomer parked outside the Power Room and then keep your cool as you work through the rest of the rings, and you'll soon have ten shiny new Precursor Orbs!



New Haven Ring Chase

 21

 8

 10

Kiosk Location:

When:

Time/Length:

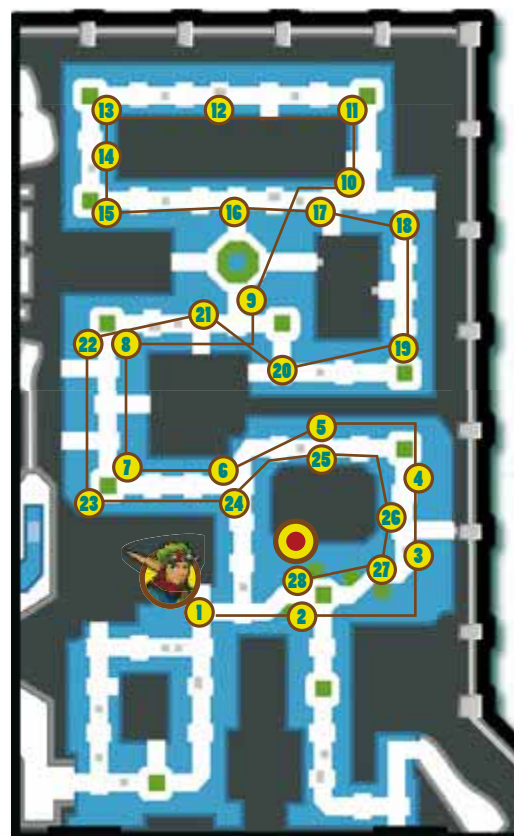
Hint:

The first kiosk you come to in the southern sector of swanky New Haven.

After Act 2-19: Break Barrier With Blast Bot.

28 rings

Hand over eight Skull Gems You'll be instructed to grab a vehicle and steer your way through every single blue ring in sequence (Fig. 3). If you miss even one ring, you will fail, and Torn will taunt you and question your prowess! To avoid such humiliation, try to stick to the upper hover zone (press **Ⓒ2** to switch between the upper and lower zones). This is actually one of the easier ring chases in the game. Just keep your Zoomer steady and you should have no problem completing the course. Don't forget that the last ring is always red. Complete the course to walk away with ten Precursor Orbs as your reward.



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Haven City Special Challenges


Haven City Missile Ride Challenge

22

12

18

Skull Gems Precursor Orbs

Kiosk Location:	The far right side of the Port.
When:	After Act 2-3: Destroy Barrier With Missile.
Time/Length:	24 Tokens
Hint:	Not all of the Question Mark Kiosk Challenges in Haven City are Orb Search or Ring Chase missions. For example, if you pay twelve Skull Gems to the kiosk on the far right side of the Port, Torn will invite you to participate in an Eco Missile steeplechase. The mission starts with Dexter riding on a missile. Your task is to collect the orange Tokens as they appear (Fig. 5). The challenge will take you all over the Port, both in and out of the water, where your safe passage will be hampered by large mines and passing vehicles. Just as in the previous missile mission (Act 2-3: Destroy Barrier With Missile – see page 90), you control the missile with the left analog stick and press  to leap out of the way of obstacles. Your reward for returning Dexter safely in one piece at the end of the challenge is the undying gratitude of the orange heartthrob. What do you mean that's not enough? Okay, okay – you also get 18 Precursor Orbs!



04

Haven City JetBoard Challenge

23

12

18

Skull Gems Precursor Orbs

Kiosk Location:	You'll find this challenge kiosk located in the middle of the Industrial Zone.
When:	After Act 2-3: Destroy Barrier with Missile.
Hint:	The cost is 12 Skull Gems. The simple task here is to impress Torn by turning tricks on your JetBoard (Fig. 4). You'll have 1:30 to do as many tricks as possible (see page 32 to learn more about JetBoard tricks). The talkbox will follow you wherever you go. Each time you pull off a successful trick, you'll be awarded points. Use the vents to gain maximum 'air', and grind the nearby rails. Try not to repeat the same trick twice – you'll get fewer points each time you repeat a trick. Combine different tricks during the same jump for maximum points! Your prize for managing to survive long enough to dazzle Torn with your mad boarding skills is six Precursor Orbs each for achieving Gold, Silver or Bronze.

Bronze: 25,000

Silver: 50,000

Gold: 75,000



05


Haven Spirit Chase

24

8

10

Skull Gems Precursor Orbs

Totem Location:	In the northern sector of the Slums you'll find one of the totems that usually lurks in the Wasteland.
When:	After Act 2-19: Break Barrier with Blast Bot.
Hint:	Offer eight Skull Gems and the Oracle will challenge you to a race. Press  to use the nearby Zoomer, then zoom towards the blue and white energy sphere in front of you. Closely follow the trail of blue vapor (Fig. 6) left by the spirit to reach the goal. This is a very unforgiving challenge: you have to stay right on the tail of the spirit, and should you deviate even slightly you will see the dreaded Mission Failed screen. Your prize for completing such a tough challenge is ten Precursor Orbs.



06

Haven City Mini-Games

You will be able to replay certain mini-games after completing them during the course of the adventure.

Gun Course Game

25

Skull Gems

Precursor Orbs

Once you have played the first two Gun Course Games for the Scatter Gun and Blaster at Tess's shooting range in Haven City – see pages 92 and 102 in the main walkthrough – you will be able to return whenever you want to try and improve your score, and even win prizes for your prowess! In both courses you can win three Precursor Orbs each for the award of Gold, Silver or Bronze medals.

Beam Reflexor Gun Course

Bronze: 12,000 **Silver:** 14,000 **Gold:** 16,000

Wave Concussor Gun Course

Bronze: 13,000 **Silver:** 15,000 **Gold:** 17,000

Once you've completed Gun Course 2 you can spend five Precursor Orbs in the Secrets menu to unlock special Ratchet and Clank courses (Fig. 1). Here you get to defend Ratchet and Clank against their enemies, which probably doesn't mean Daxter! No prizes, it's just for fun! To access these games, select the Ratchet Gun Course or Clank Gun Course option at each Gun Course door.

* 3 for each Bronze, Silver and Gold in both Courses



01

Eco Grid Game

26

Skull Gems

Precursor Orbs

You will first experience this addictive mini-game during the Find Cypher in Eco Grid mission in Act 2. Please see page 116 for more details about the mission, in which a tiny Daxter gobbles up data pellets while being pursued by a shadow creature. Whenever you want to play the game again after first completing the mission, head for the Power Room and press **△**. You will notice that the display is slightly different to before, with your current score displayed in the center of the screen (Fig. 2). When you get caught by the monster the game will end and your score will be entered in the High Score table. You can win three Precursor Orbs each by earning Gold, Silver or Bronze medals.

Bronze: 200 **Silver:** 500 **Gold:** 1,000



02



✱ Precursor Orb Locations

Precursor Orbs are required to pay for goodies in the Secrets menu. As well as the orbs that you can win during the various challenges outlined in this chapter, you'll find many others hidden throughout the cities of Spargus and Haven. Be sure to smash every Crate that you see, as some of them will contain Precursor

Spargus City: 56 Precursor Orbs Total

Spargus Palace: 5 Orbs

Please see page 42 for map

Number	Quantity	Description
1	1	In the water to the right of Damas's throne
2	1	In one of the pots on the far side of the throne room
3	1	In a pot behind Damas's throne
4	1	In the open behind the large water wheel
5	1	In the water to the left of the throne when facing away from it

Spargus City East Side: 28 Orbs

Please see page 42 for map

Number	Quantity	Description
6	1	Underneath the awning. Reach it by jumping across on the back of a Leaper Lizard
7	1	In a pot next to the Light Eco well.
8	1	In a pot on the ledge opposite the house with the windmill
9	1	Balanced on the rubble in the main square (Fig. 1). Reach it by jumping off a nearby ledge when riding a Leaper Lizard
10	1	In a pot on the ledge south-east of the main square
11	1	In a sack on the rooftops to the right of the Arena steps
12	1	On the rooftops to the left of the Arena steps
13	1	In a box in the alleyway between two houses in the center of the main square, where you will also find a ladder (Fig. 2)
14	1	On the rail above the ladder.
15	1	On the domed roof of the building next to the tower. Reach it by grinding the rail above the ladder, then jumping off the end of the rail across to the building

Orbs as well as ammunition and Health Packs. Check the main maps in the Walkthrough to see where the orbs are located. Each orb icon has a number assigned to it that corresponds to the numbers in the following tables.

Number	Quantity	Description
16-18	3	On the rail that winds around the grey tower in the centre of the main square. Reach the tower by grinding and jumping off the small rail jutting out of the domed building
19-29	11	On the roof of the other building adjacent to the tower that has a bridge next to it. Reach the roof by leaping off the top of the tower after grinding the rail all the way up, or by using the power of Light Flight to fly across from the domed building
30	1	On the roof opposite the building with the ladder. Climb up the ladder, then Long Jump across
31	1	Hidden deep in a corner at the beginning of the passageway to the western sector (on the right side)
32	1	On a ledge on the right side of the passageway that leads to the western resort sector of the city
33	1	On a ledge on the left side of the passageway that leads to the resort



Spargus City West Side: 20 Orbs

Please see page 42 for map

Number	Quantity	Description
34	1	On the rocks by the seashore
35	1	On the rock in the shallow part of the ocean. You can swim or fly there
36	1	On the far side of the gun turret island. Swim or jump around and climb up the rocks to reach it
37	1	On the cliffs at the farthest western point of the resort
38	1	On the canopy on the west side of the port. Reach it by bouncing on the canopy closest to it, when riding a Leaper Lizard
39-42	4	On the rooftop in the centre of the resort. Reach the rooftop by climbing up the two ladders in between the two buildings in the south of the resort. Use Light Flight to reach the other side. One of the orbs will be hidden in a box, two will be in plain sight, and one other will only be obtainable by flying off the roof in the direction of the sea and bouncing on a canopy to the left of the orb (Fig. 3)
43	1	In a pot on the rooftop opposite the rooftop that you reach after climbing the first of the two ladders. You can fly across
44	1	Hidden in boxes on the rooftops in the south-east of the resort. Reach it by climbing up the two ladders, then flying off in the opposite direction from the seashore
45-48	4	On the rooftops of the row of houses east of the resort area. Reach the first by climbing up the two ladders to the top. Grind the rail and jump off halfway along (Fig. 4). You will find the second hidden in a box on the other side of the roof. From the rooftop, fly, or Long Jump and then grind to the right to reach two more orbs
49-50	2	In the baskets around the fruit stands in the centre of the resort
51	1	In the air between the palm trees next to the fruit stands. Reach it by bouncing on the canopies that cover the fruit stands
52	1	In a crate on a ledge uphill from the seashore market
53	1	In a sack on the highest ledge at the top of the hill

Spargus Arena: 3 Orbs

Please see page 42 for map

Number	Quantity	Description
54-55	2	Hidden in urns on Damas's platform
56	1	In the open on Damas's platform

Haven City: 75 Orbs Total

Haven City Port: 29 Orbs

Please see page 85 for map

Number	Quantity	Description
57	1	In a Crate in alcove on the east side of the port, when facing away from the harbor
58	1	In a corner in the center of the port, close to the Naughty Ottsel
59	1	Under the large pipe in the waters of the port. Reach it by diving
60-77	18	On the telegraph wires that stretch across the waters of the port (Fig. 5). You can climb the two towers by hanging on the small pipes that are attached to the towers. For some of the orbs you must use the Launch Jump
78	1	In the rubble in the center of the Port, on the north side
79-81	3	Grind the rails on the east side of the Port
82-83	2	In Crates on the tower platform on the west side of the Port
84	1	In a Crate on the tower platform on the east side of the Port
85	1	Under the bridge in the middle of the Port



Haven City Industrial Zone: 14 Orbs

Please see page 85 for map

Number	Quantity	Description
86	1	In a Crate hidden behind the spherical tank on the route leading from the east side of the port towards the Industrial Zone
87	1	Above the entrance to the Sewers in the Industrial Zone



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Haven City Industrial Zone: 14 Orbs

Please see page 85 for map

Number	Quantity	Description
88	1	In a Crate near the kiosk in the middle of the Industrial Zone
89	1	In a Crate in an alcove between some pipes, just around the corner from another kiosk
90	1	By grinding the rail on the large pipe that leads from the upper walkway close to the entrance to the Slums (Fig. 6)
91	1	On the side of the walkway next to the wall in the middle of the Industrial Zone. Leap off the walkway with a Double Jump
92	1	To the right of the walkway ramp leading down to the entrance to the Slums, in the small gap between ramp and wall
93	1	On the rail between two sections of the walkway next to the first ramp near the kiosk
94	1	In the open in an alcove opposite the first ramp
95	1	In the open on the right side of a kiosk near the first ramp
96	1	Climb up the pipes near the ramp in the middle of the Industrial Zone
97	1	In a Crate on a platform among the pipes in the south-east of the Industrial Zone
98	1	In an alcove in the south-east of the Industrial Zone
99	1	Beside a ramp in the middle of the Industrial Zone



Haven City Slums: 3 Orbs

Please see page 85 for map

Number	Quantity	Description
100	1	In a Crate in the east of the Slums
101	1	On a rooftop in the north of the Slums: park beside the roof in a Zoomer, then jump on top of the vehicle and use Light Flight to reach the roof
102	1	In a Crate on the roof of the house in the north-westernmost part of the Slums



Haven City - New Haven: 19 Orbs Total

Please see page 85 for map

Number	Quantity	Description
103	1	In a Crate underneath a tree in the centre of New Haven
104	1	In the tree next to the small fountain. Reach it by Double Jumping off the fountain
105	1	Next to the small fountain, hidden in the bush
106	1	In tree in the north of New Haven
107-108	2	Above the yellow and black striped rail. Reach it by grinding the first rail and jumping across to the next rail (Fig. 7)
109	1	In the big fountain in the middle of New Haven. Jump up onto the fountain and then use the Spin Jump
110	1	Above the yellow and black striped rail in the northern part of New Haven
111-113	3	Under the water in New Haven
114	1	Underwater below the tower that's fallen across the canal – climb over or around the wreckage to reach it
115	1	Under a piece of wreckage next to a large pipe on the side of the canal leading to the Palace Ruins
116	1	In a Crate under some rubble in this sector
117	1	High up on a pile of wreckage to the right of the canal as you approach the entrance to the Palace Ruins. Reach it by climbing up onto the rubble and grinding the rail
118	1	Behind a pipe on the side of the canal at the furthest point away from the entrance to the Palace Ruins
119	1	In an alcove to the left of the Question Mark Kiosk in this area (Fig. 8)
120	1	In the open at the southern part of this area
121	1	In a crate at the southern part of this area



Haven City Palace Ruins: 10 Orbs

Please see page 131 for map

Number	Quantity	Description
122-123	2	In the Palace Ruins on top of the rusty pipes at the start. Reach by Double Jumping across the three pipes
124-130	7	In a secret side-passage that can only be reached with Light Flight (see map).
131	1	On the ledge at the start of the level, to the left

The Monk Temple: 17 Orbs Total

Number	Quantity	Description	Map on page
132-134	3	Above the entrance to the Monk Temple (Fig. 9). You can reach them by using the Dune Hopper to jump up near the ledge they reside on and then leaping from the vehicle onto the ledge	-
135	1	Hidden in an urn in the Oracle Chamber, during the mission Find Oracle In Monk Temple	68
136-137	2	Hidden in urns in the Oracle Chamber, during the mission Complete Monk Temple Tests	74
138-146	9	During the mission Rescue Seem at Temple. To learn more about this mission, turn to page 123 in the Walkthrough. After receiving the power of Light Flight in the Oracle Chamber, fly over to the platform on the left, then into the room. Smash the pots to get the Orbs	123
147	1	Hidden in an urn in the Oracle Chamber, during the mission Rescue Seem at Temple	123
148	1	Hidden in an urn on the broken bridge in the room where Jak meets Seem, during the mission Rescue Seem at Temple	123



Metal Head Nest: 8 Orbs Total

Please see page 105 for map

Number	Quantity	Description
149-156	8	Behind the stalactites and stalagmites halfway along the entrance tunnel

Sewers: 13 Orbs Total

Number	Quantity	Description	Map on page
157-158	2	In Crates which you can find during the mission Reach Port via Sewer (see page 86). When you reach the area with the large circular Jump Pad (see map on page 86), mount your JetBoard and ride the air vent upwards to reach the secret area containing the two Crates	86
159-160	2	In Crates in the secret room at the end of the mission Reach Port via Sewer	86
161-163	3	In Crates in the secret room during the mission Reach Metal Head Area via Sewer	94
164-166	3	In Crates in the secret room inside the entrance chamber during the mission Find Switch in Sewer	114
167-168	2	In Crates in the secret room above the water, around the corner from the Jump Pad. Jump from the water and grab the ladder to reach the room during the mission Find Switch in Sewer	114
169	1	In Crates in the semi-secret room above a Jump Pad, during the mission Find Switch in Sewer	114



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Secrets Menu

At the start of the game you will be able to access the Secrets Menu from the Options Ring. (Please see page 18 to learn more about the Options Ring.) This menu lists all the secrets that you can purchase with the Precursor Orbs that you have collected. There are 600 Precursor Orbs to collect in total: the amount collected so far will be shown in the top right corner of the screen. The number of Precursor Orbs currently available to purchase new Secrets with will be shown in the top left corner of the screen. Secrets that are not yet available for purchase are highlighted in grey, whereas those currently available for purchase are highlighted in white. Those that have already been

purchased are highlighted in yellow. When new Secrets are available you will be alerted by an onscreen prompt.

Some of the secrets can be toggled on and off, whereas others will be always on once you have purchased them. Secrets from the 'Art Gallery' section as well as from 'Expert Options' should be purchased in the Secrets menu in order to activate them in the Title Screen Secrets menu.

To purchase all secrets you will need a total of 565 Precursor Orbs. See the handy quick-reference chart below for details.

	Secrets Menu				
	Secret	Cost	Mission Beaten	Purchase Required to Unlock	Additional Information
Weapon Upgrades	Increased Red Ammo Capacity	4	Act 1-17 – Defeat Marauders in Arena	-	Adds 50 to maximum ammo capacity
	Increased Yellow Ammo Capacity	4	Act 1-17 – Defeat Marauders in Arena	-	Adds 100 to maximum ammo capacity
	Increased Blue Ammo Capacity	4	Act 1-24 – Defeat Veger's Precursor Robot	-	Adds 100 to maximum ammo capacity
	Increased Dark Ammo Capacity	4	Act 2-19 – Break Barrier with Blast Bot	-	Adds 5 to maximum ammo capacity
	Blaster Damage Upgrade	6	Act 1-9 – Earn 2nd War Amulet	-	Increased damage
	Scatter Gun Rate-of-Fire Upgrade	6	Act 1-9 – Earn 2nd War Amulet	-	Increased rate-of-fire
	Vulcan Fury Damage Upgrade	6	Act 1-17 – Defeat Marauders in Arena	-	Increased damage
	Peace Maker Increased Radius	6	Act 2-19 – Break Barrier with Blast Bot	-	Increased radius and vehicle damage
	Reflexor Increased Deflections	8	Act 1-17 – Defeat Marauders in Arena	Blaster Damage Upgrade	Increased number of deflections
	Concussor Damage Upgrade	8	Act 1-17 – Defeat Marauders in Arena	Scatter Gun Rate-of-Fire Upgrade	Smaller charges will deal significantly more damage than before. Charging time also reduced slightly
	Arc Welder Robot Shock	8	Act 1-24 – Defeat Veger's Precursor Robot	Vulcan Fury Damage Upgrade	Double damage to KG Death Bots
	Mass Inverter Duration Upgrade	8	Act 3-1 – Rescue Seem at Temple	Peace Maker Increased Radius	Increased duration (and radius)
	Gyro Burst Duration Upgrade	10	Act 2-4 – Beat Gun Course 1	Reflexor Increased Deflections	Increased duration, without consuming proportionately more ammo
	Plasmite RPG Ammo Efficiency	10	Act 2-12 – Beat Gun Course 2	Concussor Damage Upgrade	Uses less ammo (8 per shot, instead of 10), increased rate of fire
Vehicle Upgrades	Needle Lazer Ammo Efficiency	10	Act 2-9 – Destroy Eco Grid With Jinx	Arc Welder Robot Shock	Uses less ammo than before (only 75% of the previous ammo)
	Super Nova Ammo Efficiency	10	Act 3-5 – Blow Open Tower Door	Mass Inverter Duration Upgrade	Uses less ammo than before (8 per shot, instead of 10)
	Ratchet and Clank Gun Courses	5	Act 2-12 – Beat Gun Course 2	-	Go to Gun Courses and choose Ratchet or Clank Gun Course
	Upgrade Vehicle Toughness	15	Act 2-14 – Destroy Metal-Pedes in Nest	-	Increased HP for all vehicles.
	Unlock the Heat Seeker	15	Start of Act 1-19 – Defend Ashelin at Oasis	-	For vehicle stats see the How to Play chapter on page 37
	Unlock the Dust Demon	15	Act 2-13 – Race For More Artifacts	-	For vehicle stats see the How to Play chapter on page 37 (Fig. 1)
	Unlock the Desert Screamer	20	Act 2-13 – Race For More Artifacts	-	For vehicle stats see the How to Play chapter on page 37
	Unlimited Vehicle Turbos	30	Act 2-25 – Beat Errol Boss	-	Vehicles have an unlimited supply of Turbo Boosts
Crazy Stuff	Toggle Jak's Goatee	2	Always available	-	Ever wondered what Jak would look like without his goatee?
	Big Head Mode	3	Always available	-	Daxter may already have a big head, but you can use this mode to give Jak a hugely inflated noggin (Fig. 2)
	Small Head Mode	3	Always available	-	Your chance to feel like Daxter as you laugh at Jak's teeny-weeny head! (Fig. 3)
	Kleiver's Diaper	4	Act 1-5 – Beat Kleiver in Desert Race	-	Not sure if this is actually what you might call a treat! If you buy this secret, you get to see Kleiver in his underpants during the cut-scenes! Shudder... (Fig. 4)
	Bad Weather	5	Always available	-	Sick of the sunshine? Purchase this secret to subject Jak and Daxter to the worst that the elements can throw at them (Fig. 5)
	Mirror World	5	Always available	-	This means that everything is reversed. Right is left, left is right. Confused? You certainly will be
	Fast Movies	5	Always available	-	Purchase this secret to speed up the action during the cut-scenes
	Slow Movies	5	Always available	-	Everything is going too fast? Try slowing things down

Expert Options

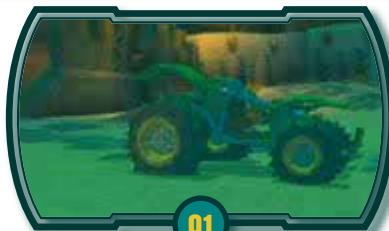
Level Select Act 1	5	Act 1-24 – Defeat Veger's Precursor Robot	-	Select and replay any mission from Act 1
Level Select Act 2	5	Act 2-25 – Beat Errol Boss	Level Select Act 1	Select and replay any mission from Act 2
Level Select Act 3	5	Act 3-11 – Destroy Final Boss	Level Select Act 2	Select and replay any mission from Act 3
Hero Mode	5	Act 3-11 – Destroy Final Boss	-	Start a new game with everything you've won. When purchasing Hero Mode you will be prompted to save your Hero Mode save file, which you can then load from the Options Ring using the Load Game option

Cheats

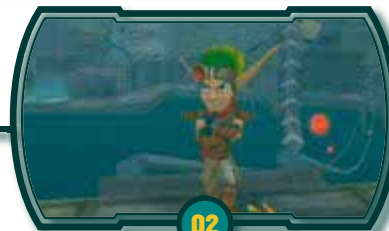
Turbo JetBoard in Desert	5	Act 1-19 – Defend Ashelin at Oasis	-	JetBoard maximum speed is trippled in the Desert
Dark Jak Homing Attacks	3	Act 2-7 – Destroy Dark Eco Tanks	-	Dark Jak's attacks home in on enemies
Dark Jak Invisibility	25	Act 3-11 – Destroy Final Boss	-	Press A while Dark Jak to turn invisible at any time.
Unlimited Ammo	50	Act 3-11 – Destroy Final Boss	-	Does exactly what it says! You get unlimited ammunition
Invulnerability	100	Act 3-11 – Destroy Final Boss	-	Daxter already thinks he's invincible, with this cheat Jak really is
Unlimited Dark Jak	50	Act 3-11 – Destroy Final Boss	-	Dark Eco meter remains full
Unlimited Light Jak	50	Act 3-11 – Destroy Final Boss	-	Light Eco meter remains full

Art Gallery

Secret	Cost	Mission Beaten	Purchase Required to Unlock	Additional Information
Scrap Book	2	Act 1-24 – Defeat Veger's Precursor Robot	-	An amazing collection of artwork featuring the scenery from the game. A quits the Scrap Book, while RT and LB scroll through the screens
Mega Scrap Book	2	Act 3-11 – Destroy Final Boss	Scrap Book	A superb collection of artwork featuring the characters from the game. Controls are the same as for the Scrap Book
Jak and Daxter Model Viewer	2	Act 1-24 – Defeat Veger's Precursor Robot	-	View all your favorite characters from Jak and Daxter as interactive 3D models. Use your directional pad to switch between characters, zoom in and out with the left analog stick and rotate the models with the right analog stick
Jak II Model Viewer	2	Act 2-25 – Beat Errol Boss	Jak and Daxter Model Viewer	View all the characters from Jak II as interactive 3D models. Controls are the same as for the Jak and Daxter Model Viewer
Jak 3 Model Viewer	2	Act 3-11 – Destroy Final Boss	Jak II Model Viewer	View a selection of characters from Jak 3 as interactive 3D models. Controls are the same as for the Jak and Daxter Model Viewer
Scene Player Act 1	2	Act 1-24 – Defeat Veger's Precursor Robot	-	Take your pick of any of the cut-scenes from Act 1
Scene Player Act 2	2	Act 2-25 – Beat Errol Boss	Scene Player Act 1	Select any of the cut-scenes from Act 2
Scene Player Act 3	2	Act 3-11 – Destroy Final Boss	Scene Player Act 2	Choose a cut-scene from Act 3
Commentary	2	Act 3-11 – Destroy Final Boss	Scene Player Act 3	This secret features fascinating commentary on all the cut-scenes in the game from members of the team who actually made the game! It's awesome (Fig. 6)



01



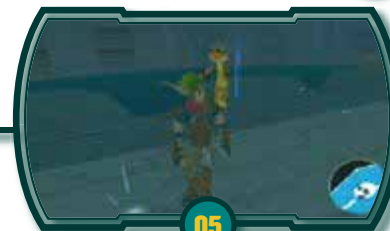
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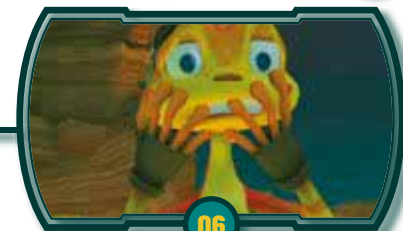
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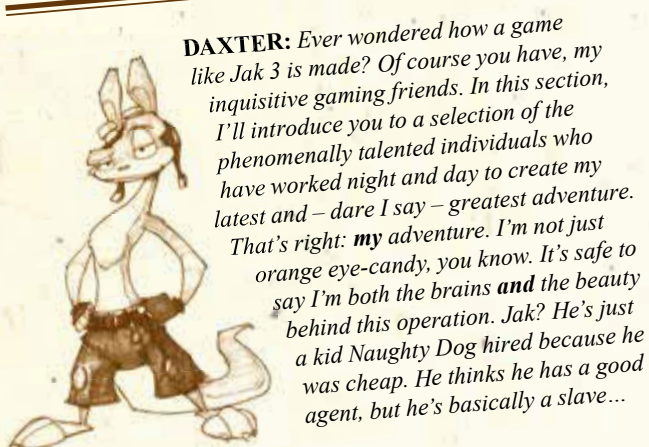


06

6th Chapter

BEHIND THE SCENES

The Making Of...



DAXTER: Ever wondered how a game like Jak 3 is made? Of course you have, my inquisitive gaming friends. In this section, I'll introduce you to a selection of the phenomenally talented individuals who have worked night and day to create my latest and – dare I say – greatest adventure. That's right: **my** adventure. I'm not just orange eye-candy, you know. It's safe to say I'm both the brains **and** the beauty behind this operation. Jak? He's just a kid Naughty Dog hired because he was cheap. He thinks he has a good agent, but he's basically a slave...



PECKER: Silence, furball! With my guidance, the Naughty Dogs have created another star vehicle for I, Pecker, advisor to the great and powerful. Have some free advice, Ottsel: if you're knee-deep in Metal Heads on a scene-by-scene basis, you're not calling the shots. If, by contrast, you're sending a certain mangy rat and his angry young friend to their doom, you very much are. And that's me, you hear? Right. Shall we speak to the Naughty Dogs now?

It's been a long and exhilarating journey. Dozens of hours of gameplay, hundreds of collectables, positively thousands of assailants slain, countless death-defying leaps – and here we are at Jak 3, the final game in the series that began with Jak and Daxter: The Precursor Legacy.

Evan Wells



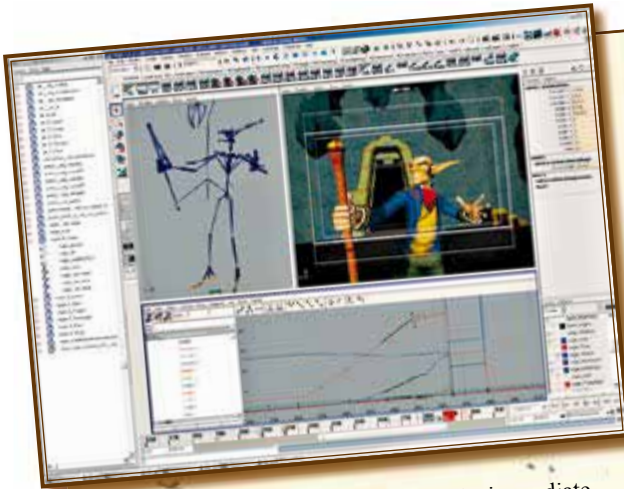
"With Jak and Daxter, we spent a lot of time getting our heads around the PlayStation 2 and developing strong graphical horsepower," says Naughty Dog's **Evan Wells**, Studio Director on Jak 3 and a major contributor to all three games in the trilogy. "We wanted a huge, immersive, expansive world, where you could see a landmark very far away, then go and explore those regions, load-free and seamlessly, so you really felt you were part of the world. We also set out to make it story-driven – to have characters in the world that you spoke to, and who gave you missions, rather than doing it in the style of some of the earlier 3D platform

games, like Mario or Banjo-Kazooie, where you were exploring the environment without motivation or narrative. We wanted to add that layer."

Bob Rafei



"Each game has its own flavor," says **Bob Rafei**, Jak 3's Art Director. "The first one was more colorful and more iconic, because we were fresh from our experiences with Crash Bandicoot on the PlayStation. It was basically an evolution of a Crash Bandicoot-style experience with enhanced graphics, more developed narrative, a more sophisticated moveset and, of course, a sidekick, for the PlayStation 2. With Jak II we decided to take a huge departure for us, and give our character a weapon, putting him in a more conflicting world. That meant the palettes got darker, there was more mood in the environments, there was more conflict in the characters; they weren't as light-hearted, although we still wanted to keep our comedic moments."



While Jak 3 embraces all that made its immediate predecessor so much fun, it also contributes its own

share of new sights, features and plot developments to the series. From racing through the Wasteland in a high-powered buggy to riding Leaper Lizards in Spargus, the welcome return to a war-torn Haven City to Jak's new Light powers, there are plenty of new features to enjoy. There's also the not inconsiderable matter of finally getting to enjoy the final third of the story that began in *The Precursor Legacy*. "Introducing the vehicles is a really cool element, as is having Jak as the outsider now," agrees Bob. "He went from being just a kid, to being the hero, to being an outlaw, and now he's banished – but he's coming back. Putting him in environments like *The Wastelands of Jak 3* is pretty exciting, as it allows us to have some very gritty, tough areas where Jak is fending for himself. It's very much like the Wild West, which is something I really like."



PECKER: *You don't have to break your brains to guess whose shoulder I perch on at Naughty Dog. I think I can safely speak for boss-man Evan when I say... YOU! Players! Get back to enjoying the game! Buy more games by*

*Naughty Dog! And YOU! Naughty Dogs! Rest is for the wicked! Get back to work! I want three new chart-topping franchises by sundown, or I'll cast you all into The Wasteland. Understand? Now **toil**, you curs!*

Naughty Dog



"I'm most excited by the dune buggy and the four-wheel vehicles," enthuses Evan. "When we set out to create *Jak 3*, we knew that we enjoyed the freedom of exploring a large environment in a vehicle – we'd established that in *Jak II*. But we realized that we were missing the physical feel of being attached to the ground, and feeling every bump in the road as you do with a wheeled vehicle. In *Jak II*, sure we had the vehicles, and you could drive them anywhere you wanted to in the city – but anywhere you wanted within the limits of the way we'd laid the streets out. You were confined to the labyrinth, so we wanted to make the hub of *Jak 3* huge. And it is: it's five times as big as *Jak II*'s hub at Haven City."

Another suitably impressive new feature is Light Jak: a new dimension to the taciturn hero that allows him to heal, slow time and even fly. It also ties in with developments in *Jak 3*'s narrative. "Light Jak is really cool," says Evan. "We wanted to make sure there was a story-driven element in the gameplay. The storyline is based on the struggle that Jak is having, and the struggle that's going on in the world around him between the powers of Dark Eco and Light Eco, and the fact that Jak is the only one who has the proper balance of the two inside him. In *Jak II* we introduced Dark Jak, which was all about aggression and offensive maneuvers, so we wanted to give a balance to that in Light Jak, by allowing you to use new maneuvers that

are more defensive and environment-based."

Some players have mentioned that, so respectful were they of the destructive potential of Dark Jak in *Jak II*, they tended to save the power for emergencies – and, as a consequence, didn't enjoy it as much as they could have. Jak's Light powers, however, prove vital in this sequel. "I guess that's another difference from *Jak II*," Evan concurs. "You had the option to become Dark Jak and kill enemies that way if you wanted, but it was never mandatory. With Light Jak, it is."

One of *Jak II*'s strongest elements was the sheer number of game styles it managed to squeeze onto one packed disc. Ostensibly a platform game with shoot 'em up overtones, it also offered racing, on-rails blasting segments and skateboarding with Jak's JetBoard – not to mention the sheer fun of wandering around a populated city between missions, and more besides.

Jak 3 adds more to this established mix and, as Evan admits, introducing and maintaining such a mighty degree of multifariousness has been a challenge. "It's not an easy task, but it is made far easier by the fact that we have an incredible group of talented programmers. At any other company it would be impossible to put that much diversity in and have it feel and play as well as we've managed to make *Jak 3*."

"Most other company's programming departments," continues Evan with a laugh, "would tar and feather their design department if they presented a plan that required as much variety."

"It's very challenging," agrees Bob Rafèi. "We have to make sure that every new 'toy', as we call it, will be fully fleshed-out – that they're not simply distractions, but something that you want to get more opportunities to use. That's the biggest challenge with tuning. We have to make sure that there are enough of these moments; that there's the right balance of there being enough gameplay time with each of the new toys so that you don't get bored, or you don't get frustrated."

Speaking of frustration, some gamers have opined that Jak II's difficulty level sometimes, and only sometimes... whisper it...

veered from pleasantly challenging to tantrum-provokingly perplexing. "There were definitely some 'spikes' in Jak II where the game became frustratingly difficult," admits **Amy Hennig**, Game Director. "With Jak 3, we were determined from the beginning to tune the missions so that the peaks and valleys of difficulty occur more gradually and appropriately. We've done a lot of focus testing to identify frustration points, and we're using dynamic difficulty adjustment to help players when they're really struggling with a particular mission."

"We do listen to people's feedback," confides Evan. "We go on the internet and we read the boards to see what the players talk about, and we're humble enough to admit that we might have had a few problems with the balance of Jak II's difficulty. So yeah, we've definitely addressed that in Jak 3."

DAXTER: *Difficult? Pah! You try riding the shoulder of someone performing a double-flip on a JetBoard. Now that's hard! Besides, Jak II was only tricky because Naughty Dog let Jak deal with most of the fighting and driving. They agreed that I, the superior warrior*

and racing superstar, would be a more appropriate choice for such tasks, but... um... I... ah... they... couldn't get the insurance! Yes, that's right: the premiums were sky-high – which was a lucky escape for those Metal Heads, I can tell you.

Designing levels for a game like Jak 3 is a long and involved procedure. From an initial germ of an idea to final testing and tuning, there are invariably numerous issues to address and factors to consider. As much fun as the end product might be to play, creating each objective for Jak and Dexter involves a lot of hard work. "Each level is conceived as a mission within the overall story progression," explains Amy Hennig. "Early on, we block out the 'theming' and major events that occur in each level – for example, whether it's a vehicle-based mission, or a more traditional platforming level; what core mechanics we want the level to emphasize, and what new abilities Jak earns during the mission; the location of the level within the geography of the game world; and what story events 'bookend' the mission."

With the basic concept in place, actual building can begin. "From this outline, we then blueprint the levels on paper, indicating how the architecture and terrain should be built, designing the various challenges and puzzles, and planning how the level fits into the larger game world," Amy continues. "Concept artists provide production sketches based on the level design, and the level artists then build the geometry to spec, fleshing out the aesthetics of the terrain while adhering to the level's gameplay requirements. While we implement and tune the gameplay with the programmers, the artists model, texture and light the environments as well as all the 'foreground' elements – the characters, enemies, and objects Jak interacts with, as well as all the visual effects that bring the environments and gameplay to life."

Game design isn't just a question of imagining a fantastic set-piece over a cafe latte, then sitting back with a newspaper while others scurry about and do your bidding. "Creating the game world is a huge effort, involving all members of the team from conception to final polish," says Amy.

DAXTER: *Hey, Amy! How's about you design a quiet little room for you and I? You can scratch underneath my chin while I explain some great ideas for future Ottsel adventures. How about a Dexter-based dating simulation? They're huge in Japan, I hear.*

Amy Hennig



One mainstay of the Jak and Daxter games is that there's almost always a narrative reward for your labors in any given mission. It's a pleasant surprise to find a game that is almost as much fun to watch as it is to play. "When we set out to make Jak II we increased the cinematics from around thirty minutes, as it was in *The Precursor Legacy*, to ninety minutes, so there's a feature-length movie in there when you consider the amount of animations we have," says Evan. "You get a lot of games that are too heavy on the story and you get bogged down. I can't play RPGs, because it's like watching a bad movie interrupted by bouts of turn-based combat. The balance that we struck in Jak II was really good – it was great being motivated by the story, but not having that get in the way of what you were there to do, which is play the game."

So: how long did it take to create Jak 3's animated sequences? How many people were involved? "The short answer is that we have a staff of seven animators, five of which are working full-time, and we started on Jak 3 with a requirement of each person doing twenty seconds per week," answers Bob Rafei. This is a lot more work than you might expect. Towards the end of Jak 3's development period this amount was actually increased to thirty seconds per week due to scheduling requirements. Given Naughty Dog's penchant for hybrid creatures – like the monkey-macaw Pecker, for example – you can almost suspect that they employ 'Hummingbartists' as animators, the hands at the tips of their wings a blur as they work. How else could they create so many lavish cut-scenes in time?



DAXTER: Here's Veger: a very angry and, thus, very ugly man. Naughty Dog work long and hard to give each character a convincing repertoire of facial expressions. Rest assured that Veger has many others, including 'terrified by Dexter',

'being slapped upside the head by Dexter' and 'pleading for mercy at Dexter's feet'.

Prosaically, the answer is that Naughty Dog just hire the best people available. "The long answer is that we hired our animators with an animation background – not so much a gaming background, which was a big departure for us at the end of the Crash Bandicoot series," Bob continues. "The push was to have cinematics that would raise the bar. In the industry at the time, cinematics were seen as something that would be put in later, instead of something that was intended from the beginning. We decided to increase the staff and have people working purely on cinematics. It's very much standard in the industry now, but at the time it was a novel idea. Technology-wise, in the first Jak and Daxter we had the same characters doing all their variable things with facial expressions and eye movements, but in Jak II and

3, we actually increased the resolution of the characters, sometimes tenfold. We can go really close-up, and it still works."

Before Bob's colleagues in the art department can set about creating a cut-scene, though, they need a voice track – that is, the spoken words of each participant within a scene. "Once the characters have been designed and modeled, rigged and skinned and all that, we have voice talent that we have auditioned for the part, and they go into the recording studio with **Dan Arey**, our Creative Director," explains Bob. "Once the scenes have been cut together, our animators start with that audio track as their main timing element. This is very standard – you'll find the same process with something like Shrek, or any other 3D animated series out there."



Dan Arey is Creative Director at Naughty Dog, and is the man you should thank after a line from Daxter evokes yet another hearty chuckle – he, among other things, is responsible for Jak 3's story and dialogue. How enjoyable is it to write for the likes of Jak, Daxter, Veger and Pecker? "It's an amazingly fun thing to do," replies Dan. "I can't even begin to describe the feeling when I hear an actor actually speak the words and see them take form."

"Daxter is my secret weapon. In many ways, Daxter breathes life into the game. There's an old adage in writing, especially in Hollywood, that if a scene is boring, have someone run into the room with a gun," Dan laughs. "With me, if I have

a scene that's boring, I can have Daxter say something. Typically, even the most boring expository moments in the game can be made funny by having Daxter react to it. I think Jak's the hero that we all want to be, and Daxter's the coward we're afraid we are."

Daxter isn't simply a comic foil to Jak's stoic hero, however – in gameplay terms, he provides a valuable service, offering suggestions and pointing players in the right direction. "Having Daxter on Jak's shoulder is great, because he's basically your tour guide," agrees Dan. "Wherever you are, he can tell you something without it seeming intrusive."



DAXTER: *Secret weapon – now **that** I like. But coward? TOUR GUIDE? That's the limit! Hell hath no fury like an Ottsel slandered! I'll see you in court, Arey, you old hack – and when I've*

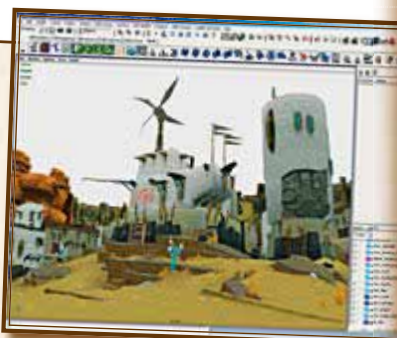
*finished with you, and you're an impoverished script doctor on an obscure Mexican sit-com: oh **HOW** you'll rue this day and that potty mouth of yours.*

Writing a story is one thing, but having it correspond and complement disparate gaming experiences can be a trial. "It was an interesting challenge to be writing the story but also trying to help direct how we were going to design the levels around it," Dan reveals. "You can't easily tie up gameplay with every single scenario. It's a very difficult 'chicken and the egg' challenge. You don't want to end up cutting something from the game. We have a plot that is very specific, so if we have to cut something that has an important plot point, we can be in real trouble."

For ardent fans of the Jak and Daxter series, Jak 3 will be – or, you've already finished it, has been – a satisfying denouement: an all-encompassing end to a pretty epic tale. "We intended when we started the franchise to tell a story that would stretch across three games," reveals Evan Wells. "We put a lot of mystery and back-story into the characters and universe – things that we'd hint at and build on, but never really reveal in the first two games. But in the third game now, we're answering a lot of the questions about Jak's past, his destiny, about the Precursors, where they came from, and how Jak and Daxter are connected to it all."



DAXTER: Now this is a scene from Jak 3 (Fig. 1). Someone at Naughty Dog has spent hours upon hours creating this typically detailed and distinctive piece of architecture. Now if I... oops (Fig. 2). Which button did I press? Maybe if I try this one... (Fig. 3). Argh! Why is every button on this thing set to 'destroy' or 'unmake'? Time to panic, Dexter! Will this work... (Fig. 4)... or this... (Fig. 5)... ARGH! Only my cunning will save me now. Heh! Of course! I'll just type: "We broke this. We're not sorry, and are terrible liars. Signed, Ratchet and Clank." Swish, Dexter, *swish!* The perfect crime!



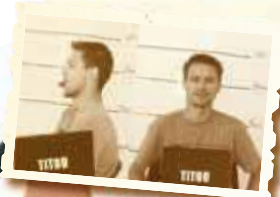
Naughty Dog



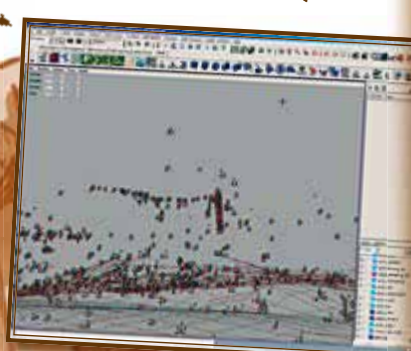
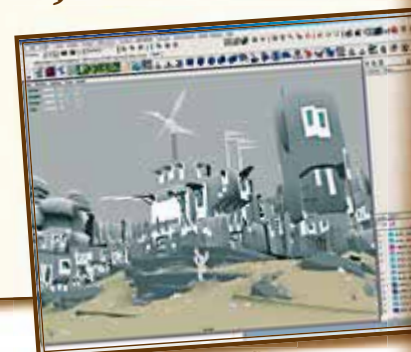
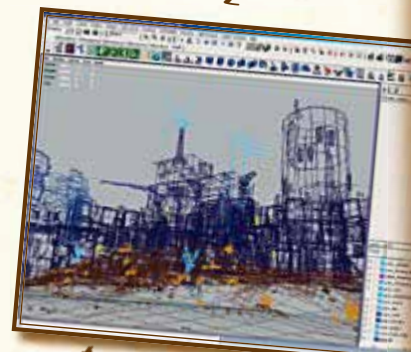
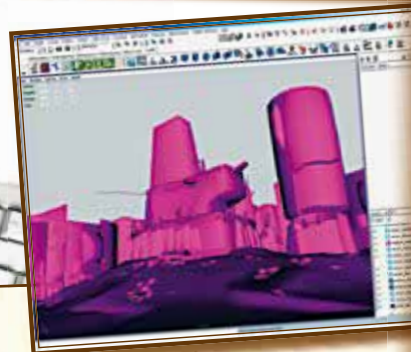
For Naughty Dog, having a beguiling tale to tell is an integral part of the Jak and Daxter experience. "We want the player to have an emotional connection with the characters, and want to know more about them," Evan explains. "We want them to not just be interested in playing the game, but to be interested in the story as well. When they're climbing a mountain, it should be because they can't wait to speak to the guy at the top – and not just that they're climbing the mountain because it's there."

As talented as Naughty Dog's design and art teams may be, they are – or so the saying goes – 'standing on the shoulders of giants'. Without the bewilderingly brilliant ninja coding skills of Lead Programmer **Christophe Balestra** and his colleagues, Jak 3 (and its predecessors) would be naught but a fanciful wish-list of gameplay ideas and beautiful concept sketches.

"We are constantly improving our technology," states Christophe. "Since Jak and Daxter, we have a very powerful 3D engine. We also developed our 'Streaming Data' technology: we can load anything the game needs at any time like backgrounds, enemies, animations, sounds and music. On Jak II we wrote the Naughty Dog engine v2.0, which allowed us to have a huge and complex city with pedestrians and vehicles. But the Jak 3 engine is just AMAZING. We wrote a new renderer for the desert. We added cloth simulation for in-game and movies. We improved our physics engine with very sophisticated car simulation and ragdolls. We revamped our Streaming Data technology which let us load faster and have CD quality music..."



Christophe Balestra



CHARACTERS
HOW TO PLAY
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THE MAKING OF...

THE STORY SO FAR
WHERE ARE THEY NOW?



One of the cleverest tricks of the Jak and Daxter series is one that is designed specifically to not be noticed: the engine's ability to load new areas without, and unlike almost every other disc-based game, an apparent break to do so. "It's our signature," says Christophe. "For us programmers it was a very challenging feature to add to the game. We like to do things that sound impossible, but to create that technology and use it are different things. To use it means we have

to work closely with designers and artists to make sure everything can be loaded on time. This was difficult for everybody. We are very 'design driven' – the communication between designers and programmers is very important at Naughty Dog. We are always open to new ideas and really think about it before saying it's not possible. We try to be flexible – if a designer has a great idea, we try really hard to make it become reality."

PECKER: *Hey, Christophe! Just between you and I, my good programming friend: "67-97-110 32 121-111-117 32 112-114-111-103-114-97-109 32 109-111-114-101 32 99-111-109-102-111 114-116-97-98-108-101*

32 115-104-111-117-100-101-114-115 32 105-110 32 102-117-116-117-114-101-63 32 77-121 32 102-101-101-116 32 97-114-101 107-105-108-108-105-110-103 32 109-101-33" And readers! No peeking or decoding!

How powerful is the Jak 3 engine? "It's hard to answer this question because we're making the engine we need for our games," replies Christophe, modestly. "What's amazed us with the Jak 3 engine is the PS2 itself. We are constantly pushing its limits but it seems to be really hard to reach them."

Despite the mere twelve month deadline, Christophe is proud that Jak 3 is every bit a 'true' sequel. "We started Jak 3 thinking we could make a 'Jak 2.5' but it didn't happen. We really made Jak 3. We have more data and more lines of code than Jak II. I think Jak 3 will be an amazing experience for players."

While the sweeping vistas of Jak 3 are great to behold, and bumpy buggy dashes across the scorched Wasteland are always a blast, Jak 3 also sounds pretty stunning. It would, then, be remiss not to mention the aural accomplishments of Naughty Dog's audio team. "We have three people working on sound here, and we're all equal in that regard. I just run around a little bit more than they do!" says Senior Audio Engineer **Bruce Swanson** with a hearty laugh. "My job is to make sure that all sound that is required for the game gets in. That means not just the in-game stuff, but the cut-scenes that play. We do some outsourcing on that,

so we have to interface with the studio working with us. There are also two composers who were employed on this game, and I worked with both of them as well."

Given that Naughty Dog doesn't simply lift sound effects from compilation CDs, how do Bruce and his associates go about creating audio accompaniment to in-game events? "You start by looking at what the artists and the programmers have put together," he confides. "Usually we don't start making sounds for anything until it's in the game in some form. It might be a model that's animated, and might not have its textures, but we can go ahead and start once there's enough there to inspire some kind of concept of how it might sound."

"We're at a disadvantage in that if a game is focused, if it's just a racing game, or just a skateboarding game, you can spend a lot more time and energy really making those sounds appropriate and, if need be, realistic. When you have a game that throws everything and the kitchen sink into the mix like Jak 3, your time is much more divided. What we do with the Jak games is to ensure that all those sounds for the different game types are appropriate, that they have impact, and that they have some character."

DAXTER: *Ah, audio engineers: the great, all-singing unsung heroes of the games development business. They're not like those show-boating, fancy-pants artists, always flouncing around*

with their noses in the air... hey! Get away from me with that pen! I'm perfect the way I am... oh, great. Just look at me! Now I look like some kind of misbegotten playtester...

Bruce Swanson

Have you ever noticed that cartoons and videogames can sometimes sound a little... well, derivative? Almost clichéd, with the same stock noises accompanying slapstick moments? Jak 3 does not. "The instruction on this from the designers is that we don't want sounds like..." – Bruce imitates a classic 'Boi-yoi-yoi-yoing' noise – "...and a lot of the old-school sounds associated with cartoons. They wanted Jak 3, especially because of the cinematics, to sound more like a movie, like an animated feature. Although there are occasionally times where a cartoony sound is not only appropriate but what is called for, we tend to stay away from that stuff generally."

"There's a scene where Dexter survives this incredible missile crash into a barrier, and he's amazed himself," continues Bruce. "He gets up, dusts himself off, takes a step... and a giant piece of debris that hadn't returned to earth squashes him flat. That would be a typical cartoony scene, and we did play it as such. People only get tired of cartoony sounds when it seems like you're just not thinking about it."

"We've created a few other technologies along the way, a lot of which would be invisible to the player," explains Bruce. "What we do here is mostly thirty percent sound

design, seventy percent problem solving. This means that seventy percent of our achievements with Jak 3 are going to be invisible to players."

Actually, Bruce's observation that only thirty percent of his labors are clearly apparent to you, the gamer, rings true for many of the disciplines involved in the creation of Jak 3. In speaking to six members of the Naughty Dog team, we've barely scratched the surface here: the sheer amount of work (and, indeed, skill) that went into a single Jak 3 level is quite mind-boggling. As much as we'd like to speak to everyone on the team this, alas, is the end of our little peek behind the scenes at Naughty Dog.

Before we finish, however, there's one last important question to ask – and one that, naturally, you're dying to hear the answer to. It's this: is Jak 3 the last we'll see of Jak, Dexter and their various friends? "It's not the end of the franchise by any means," says Evan Wells – and okay, you can go ahead and enjoy a sigh of relief. "But yes, this is the conclusion to the trilogy that we began with Jak and Dexter. We've still got a lot of great ideas and stories and fun things to explore in the universe. I'm sure there will be many Jak and Dexter games to come in the future..."

CHARACTERS

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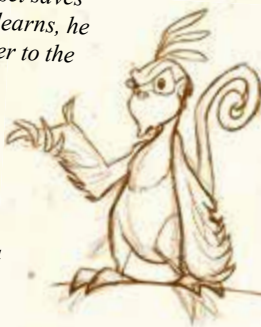
WHERE ARE THEY NOW?



The Story So Far



DAXTER: *The story so far? Ottsel saves world. En route, he laughs, he learns, he loves. He lives happily ever after to the ripe old age of 127, until he's tragically killed when the sheer weight of his countless supermodel girlfriends causes his private Lear Jet to crash into the side of a mountain. Ahh... I can dream, can't I?*



PECKER: *Evidently so, but can you shut up as you do? For those of you that missed Jak and Daxter: The Precursor Legacy and Jak II – and who are, obviously, rushing out to contribute to my share of the gross takings... ahem, buying copies to play right now – we thought you might like to discover what happened before Jak 3. While perched on Creative Director Dan Arey's shoulder during a script meeting, I suggested that he might like to tell their tales himself. Nodding with due accord and fulsomely acknowledging my sagacity, he agreed. Make with the speaking, Mr Daniel!*

"The very first story in Jak and Daxter: The Precursor Legacy... it was a tale of redemption, in a sense. It started off with Jak and Daxter, who were both childhood friends – and both still bipedal – going to explore a place called

Misty Island off the coast of their little village. They weren't supposed to go there. They'd been told by Samos the Sage and others that it was off-limits, and a very dangerous place.

Of course, kids being kids, they went off and did it anyway. While they were there, they come across a bunch of creatures called Lurkers, who were being led by a very, very bad person. They're talking about gathering all the Eco, all the artifacts they could find. At that time, you don't actually know what's going on.

Jak and Daxter get chased by these Lurkers into an area that has lots of Precursor ruins. The story starts with Samos talking about how he's spent his entire life searching for the Precursors, and where they went. They were an ancient race that obviously lived on the planet, but had vanished long ago, leaving vast numbers of

artifacts. Most of the artifacts are asleep, and they're made of a Precursor metal that doesn't rust, and doesn't really decay. They also find Eco. Eco is an energy. There are different colors of Eco that do different things: there's blue Eco, green Eco and red Eco, and so on. There was also a thing called Dark Eco, which was a really dangerous substance and a kind of counterpoint to the lighter colors of Eco. Dark Eco is a really dangerous, primordial ooze. Anyway, Daxter falls into a vat of this stuff while they're on Misty Island, and turns into an Ottsel – half otter, half weasel. They go back to Samos the Sage, and say: "Oh my God – what are we going to do?"



Samos says that the only sage who would know how to help lives far, far to the north, and that Jak will have to take Daxter there. This other sage is the only one who Samos knows to dabble in Dark Eco.

Jak has to take his friend to the north, through an entire series of adventures to try to find this person. It turns out that the sage, Gol, is the very person they saw earlier on Misty Island – where he'd been leading the Lurkers to open up the artifacts so he could access the stores of Dark Eco at the center of the planet. He planned to release it in order to re-create the world in his own image. Gol had a God complex: he could take Dark Eco, and thought he understood how to control it. Of course, it had warped his

mind, and Jak and Daxter have to fight him in a big climatic battle against the Precursor technology that he'd brought to life.

Jak II is really a story of revenge. The real hook in that story is that Jak and Daxter started off in this idyllic setting, this village, in The Precursor Legacy, but at the end of that adventure they found this storehouse of Precursor artifacts. One of these objects was an enormous Warp Ring. Jak II takes place a few months after they discover that. They've built a little Rift Rider, and they're trying to work out how to control this giant Warp Ring and use it.



Cyber Errol – Jak 3



Errol – Jak II



Jak is able to turn on the Warp Ring, but as he does, it turns into a 'dark' warp, and all of a sudden all these Dark Eco creatures come flying out, the Metal Heads, and this giant creature who you don't know at the time, but he's basically searching for Jak. He punches the Rift Rider and it goes flying through the Warp Ring. This warp is a wormhole, and everyone end up deposited in a city three hundred years into the future. The real shock is that it's the same village they grew up in, but it's now a huge metropolis, surrounded by a giant wall, and it's under attack by these very dark creatures that he saw come through the Warp Gate. In a real way, Jak is connected somehow with the change in the world, and these dark Metal Head creatures.

So Jak gets thrown into the future, but they know he's coming, and he's immediately arrested – there's a time-travel paradox here. Jak is sent to prison, but Dexter gets away. For two years Jak sits in prison, and he's experimented on by Baron Praxis and Errol, his right-hand man, as they attempt to make a super-weapon to fight off the Dark Eco creatures. It's their Dark Warrior program: to take people and inject them with Dark Eco in an attempt to change them into creatures and use them as a weapon. Jak is amazing resilient – everyone else used in this experiment has died, so he's tortured for a very long time. Finally, Dexter breaks him out and they escape the prison. But Jak is forever altered: he's harder, he's tougher, he's obviously darkened by these events, and you find out almost immediately that the Dark Eco has changed him. It

didn't affect him as it did Dexter, because it was in smaller doses, but it allowed him to mutate into Dark Jak, with long claws and super-strength.

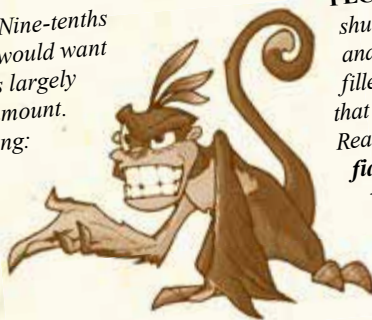
His immediate response is that, yes, he wants revenge on Baron Praxis, they guy that did this to him. But he falls into the intrigues of the city, and the underground resistance movement that is fighting the Baron. It's a complicated story in the sense that there's an outer enemy, an outer evil, which is the Metal Heads, and inside the city there are two other factions: Praxis and his Krimzon Guard, and the Underground. Baron Praxis has overreacted to the threat from the Metal Heads, and has declared martial law. Jak joins the underground movement to help and eventually confront Baron Praxis, and works through a series of adventures before he gets to fight Praxis and Errol. But when he gets to that point, he realizes he's unwittingly become an agent of the Metal Heads, who have been trying to undermine the city all along.

In his attempts to take his revenge on Baron Praxis, Jak has helped the Metal Heads get into the city, and the city falls. Jak gets to the Baron, who dies at the hands of Kor. Kor is an old man who wanted to help Jak, but it turns out that Kor the old man is actually Kor the Metal Head leader. He reveals himself at the very end, and that he'd used Jak to get to the Baron. Jak then has to travel to the Metal Head hive and face Kor in a final confrontation, and saves the city – but at a terrible cost..”

Where Are They Now?



DAXTER: There's an old saying: "Nine-tenths of the people were created so you would want to be with the other tenth." This is largely true, but I'd dispute the second amount. If people or creatures aren't saying: "Daxter, do you mind saving the world before breakfast?", they're charging towards me in a manner that suggests that they think I **am** breakfast. Replying with a sigh or an ass-kicking respectively – and encouraging poor, defenseless Jak to stay out of harm's way the poor mite – I often remember a particular proverb. It's this: "God save me from my friends – I can protect myself from my enemies..."



PECKER: Listen, you malodorous Mustelidae: shut up, up shut, close mouth, mouth closed, and **never speak again!** Is your tiny brain filled with bees? Did your mother never tell you that the mouth is not for breaking wind with? Readers: also be quiet, pay attention, and **stop fidgeting like that.** I have news. Have you ever wondered what happened to friends, foes and bit-part faces from The Precursor Legacy and Jak II? The Naughty Dogs know, and have agreed to tell us. And **you**, Ottsel, had better get used to reading about being a washed-up nobody. From the next Jak and Pecker adventure onwards, you're going to **be** one! I heard Evan Wells say that your part is going to be replaced by a stink beetle in the next game. Why? Because it has more personality, that's why! And another thing...



DARK JAK:
Can you two be quiet?
I'm trying to read.



DAXTER:
Y-y-yes, Jak! Anything you say, Jak! Just chill, okay?



PECKER:
You're the boss, Mr the Angry Jak! Shutting up now. Shutting, I am **completely** up.



The Mayor (aka Mayor Manac)

After Jak and Daxter's first adventure, Mayor Manac ran an unsuccessful campaign to become regional governor, but was beaten in a landslide by a popular bodybuilding movie star. After his defeat, Mayor Manac retired to a

cozy home overlooking Fire Canyon where he spent his remaining days speaking at bipolar disorder conventions and writing his memoirs, *It Takes A Village Idiot*, detailing his many years as a buffoon do-nothing politician.

Tweetledov Perch



The Bird Lady opened an avian petting zoo for wayward and troubled birds. Later Tweetledov became internationally famous when she used her patented 'bird suit' disguise to secretly live with a group of wild birds

in the deep forest for more than 11 years. Accepted as one of the flock, the Bird Lady's solitary research was later documented in the moving film *Chickens in the Misty Branches – My Life With the Great Eggs*.

Ollie the Fisherman

Realizing that polyunsaturated fatty acid omega-3 was the key, Ollie switched to an all-fish diet and lost significant body weight. With his newfound sculpted athleticism, Ollie gave up the sea to become an exotic dancer at a local club called the Fishing Hole. (Strangely, most of his time at the nightclub is undocumented.) Ollie later resurfaced when he was caught in a

border sting trying to smuggle 50 pounds of illegal halibut out of the country in his pants. Most of the fish were never found, and the case never went to trial. Ollie was last seen beginning a worldwide trip around the ocean in his leaky old boat. It's rumored he's now living on a remote island beach with a pod of puffer fish.



The Farmer (aka Farmer Zeb)

Sadly, Farmer Zeb passed away only a few years after Jak's first adventure, just after opening his first drive-thru dairy. Friends and family said Zeb died peacefully in his sleep, which is by no means a surprise. The good news is Sleeping Farmer Yakow Milk is still the top seller in many supermarkets.



The Sculptor

The Sculptor became an international celebrity as Sculptor to the Stars, specializing in famous heroes and garden trolls in various bizarre poses. Sadly, riches and success proved too much, as the Sculptor lived fast and pounded rock too hard, leading to painful and debilitating case of carpal tunnel syndrome. Painkillers took their toll, and the Sculptor hit stone bottom during his Studio 45 days, where he was seen hanging out (in more ways than one) with other famous artists and well-heeled celebrities. The Sculptor finally went into recovery by chiseling a Twelve Step staircase into Sentinel Mountain (the fashionable recovery program at



the time). The Sculptor later became even more controversial when he confessed his undying love for his Muse and married her in a private ceremony in Malibay.

Miraculously, upon the wedding kiss, the Muse transformed into a beautiful and willing genie! Some people have all the luck!





Gol and Maya

It is rumored that Gol and Maya are still running around in the Precursor Catacomb underworld trying to find a way out. Most experts agree that since the Catacombs have now been opened by Jak, it is only a matter of time before Gol and Maya reach an exit

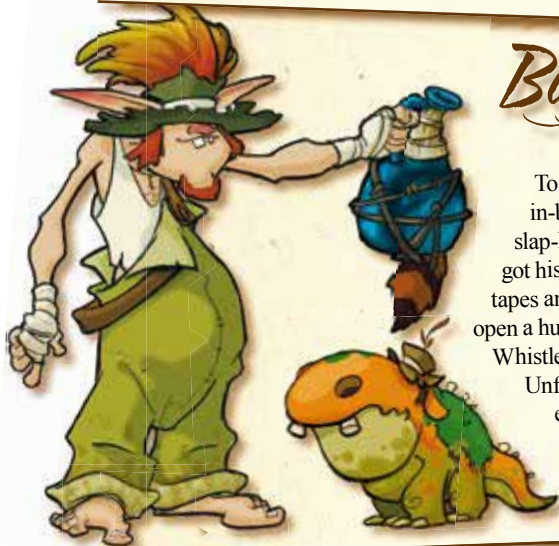
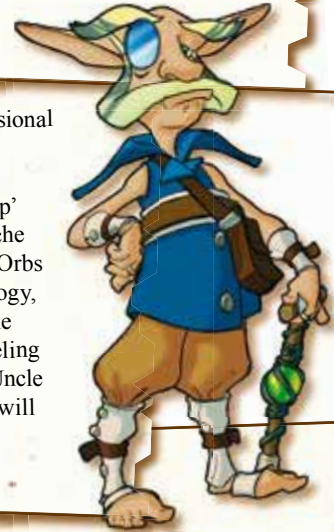
and return to the surface to wreak more havoc on us all. (And also probably just plain reek, since there are no showers in the Catacombs, and they've been down there a couple of hundred years!)

There's no telling what these trouble twins will do if they return. I'd say keep an eye out, but we have no idea what they'll look like after such prolonged exposure to Dark Eco. This reporter, for one, hopes he never finds out!

Jak's Uncle

Some say this aged 'Uncle' could be the missing link to Jak's past. Others say he was one of the first warriors, sent by the Precursors to Jak's world, posing as a friend of the family to watch over Jak while he grew up in Sandover Village. A few saturnine souls have even suggesting he was just the old village sanitation worker who, after years of breathing nasty fumes

had finally lost his marbles, telling delusional stores about bogus travels abroad! But what we do know is that Jak's Uncle did mysteriously vanish on his so called 'trip' right after Jak brought him the large cache of Precursor Orbs. Knowing Precursor Orbs can be used to power Precursor technology, the rumor of Uncle's connection with the ancient ones and his possible time-traveling adventures refuses to die. Still, where Uncle got his ridiculously bad English accent will forever be a mystery.



Boggy Billie

To butcher an old saying, success in-breeds success. It appears that our slap-happy, good ol' boy Boggy Billie got his muddy hands on a few motivational tapes and rose out of his sour mash stupor to open a huge casino called Southern Bells and Whistles in the swamp bogs of Rock City. Unfortunately, due to bad zoning and even worse construction, the casino promptly fell over and sank into the swamp. But that didn't stop our intrepid banjo connoisseur from

opening another amusement park on the very same spot a year later! Talk about perseverance – or should that be ethanol-fueled stupidity?

Either way, he called the new theme park Farthy Land in honor of his favorite mud wrestling partner and pet HipHog. Sadly Farthy Land caught fire, burned to the ground, and then sank into the swamp, taking a fair number of vacationing tourists with it! Oh well, so much for motivation.

Lawsuits and search parties aside, the moral of Boggy Billie's story is: "If you build it, they'll sink into the scum."

The Warrior

After years of intense therapy, the ass-kicked Warrior finally emerged to tour the talk show circuit detailing his many experiences in combat. Bravely talking about his bruised ego to go along with his bruised body, it soon became evident that the Warrior was still badly in need of therapy for his ego, and a few chill pills for his id. Trying to preach passive, non-violent means, the Warrior was later arrested

during a taping of the Winney Limpit show when a fight broke out after a hooded warmonger in the audience began taunting the Warrior on stage. The Warrior promptly got up, and in true berserker style, promptly pounded the entire audience into a pulp, screaming: "Passive my ass! Here's my passive foot where it belongs!"

It made for great TV! The Warrior was last seen on the cover of Soldiers for Hire magazine where his newfound career as a top stud mercenary has finally flourished.





The Gambler (aka Lucky Barrel Boy)

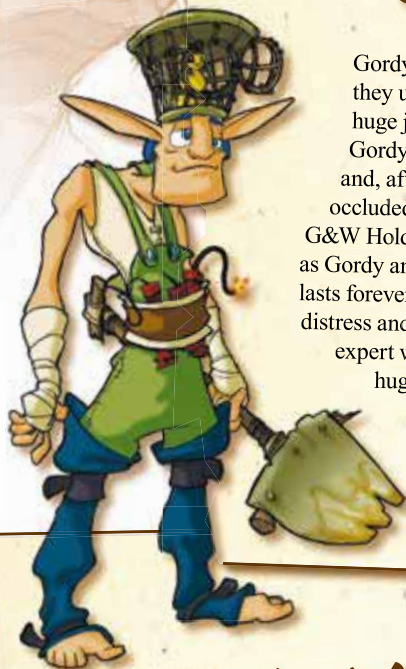
The Gambler was last seen letting a huge stack of chips ride on the biggest spin of his life just before Billie's Bells and Whistles casino sank into the swamp. He had finally traded in his trademark barrel for a gilded and diamond-encrusted oil drum, so obviously the Gambler's luck had returned for a brief time. When asked why he hadn't just gone back

to wearing regular clothes, the Gambler said he liked the "loose, air-free, dangling feeling the barrel gave his lucky parts." In fact, the Gambler was just about to release his own line of designer barrels for the rich and famous. The barrel line had already taken the runways of Parish by storm, and orders were flooding in. The fashion world will mourn his loss.

Gordy and Willard

Gordy and Willard finally struck it rich when, in a fit of frustration, they used seven tons of Eco-mite to blow open the remainder of the huge jewel tunnel at the Volcanic Crater. After the dust cleared, Gordy made Willard pick up the multitude of small shards and, after gluing the jewel back together, they sold the 'slightly occluded' stone for considerable coin. With this newfound wealth G&W Holdings became the biggest investment bank in the world as Gordy and Willard went on a corporate buying spree. Nothing lasts forever, however, as Willard's canary later sued for emotional distress and bird endangerment. Having the famous Bird Lady as an expert witness sealed Gordy and Willard's fate, and the little bird won a huge settlement.

Gordy and Willard spent the rest of their years searching for new treasure, hoping to find the famed Gordian Rock, a cubic zirconia – or false diamond – said to be bigger than a mountain. Of course, having learned their lesson, Gordy and Willard made their new canary sign a



Geologist

After spending all her grant money for her research, the Geologist, AKA Seddy Mentary, resorted to panhandling in Rock Village to keep her project going. The citizens however, annoyed at the multitude of mole holes in and around the village, decided not to contribute to her cause. Penniless and depressed, she sought solace in the refuge of Precursor Basin where she spent many months observing her moles tilling the earth. One particularly dark morning she was standing under a promontory in Precursor Basin, when a particularly mischievous lightning mole jumped down from above knocking her into a nearby mole hole. Sitting there, stuck in the hole rubbing the knot on her head she came across a shockingly good idea. One week, two venture capitalists, three

focus groups and four civil suits later, Wak-a-Lightning-Mole was born. It was an instant success among the villagers, spending Orb after Orb for a chance to pound the tiny moles senseless. Suddenly, Seddy found she had more money than she knew what to do with, and was quickly embraced by society's elite. Over time, however, she found herself reminiscing of days gone by and her time spent in the Basin. Realizing her windfall had not brought her happiness, she sold the rights to her invention and used the remainder of her fortune to construct a Lightning Mole rescue and conservation center in the Precursor Basin where it all began. Selling her beautiful mansion on the hills above Fire Canyon, she later opted to retire and live amongst the lightning moles, where she was accepted as one of their own, the only problem is the people of Rock Village have to fill in the geologist sized mole holes in their yards.



CHARACTERS

HOW TO PLAY

WALKTHROUGH

ENEMIES

SECRETS

BEHIND THE SCENES

THE MAKING OF...

THE STORY SO FAR

WHERE ARE THEY NOW?



Krew

The world is a lighter place (in more ways than one) since Krew died at the end of Jak II. But even in death, it is said that Krew has the power to strike back! It is rumored that even in postmortem, Krew still rules his syndicate with fear and an iron hand, albeit from the cold grave.

Knowing he was in a high-risk, high-whack business, and ever the schemer, Krew set up plans ahead of time to handle the expected eventuality of his death, almost as if dying was nothing but an inconvenience to his business.

But more chillingly, it is said that Krew laid ironclad plans, guaranteeing a huge bounty to get revenge on whoever brought him down – returning the favor, as it were. Knowing Krew's immense fortune and his close ties with assassins and arms dealers, these rumors are more than credible. Now even in victory, Jak must watch his back. But then, that's an entirely different story!

Brutter

Our lovable Lurker went back to night school and eventually became a licensed plastic surgeon, specializing in trans-species operations. For a cool sum, Dr Brutter would gladly turn you from a cute Lurker into a... well, slightly ugly human, or vice versa. For slightly less Dr Brutter will perform a hornoplasty, or a claw tuck, or even a silicone fang enhancement. „People want to be what they want to be. Inside you might have little Lurker just crying to come out, yes? It free world!“ Brutter jovially insists. Dr Brutter was eventually sued by the Sculptor when a voluptuous but depressed genie asked Brutter to turn her back into a Muse.

After 11 procedures, and a few complications, the Muse emerged as a happy, little yellow furball again. The Sculptor was not amused.





DAXTER:

Hello? I need some help here! Has anybody seen these two guys? I mean, I'm pretty sure that Vin's, er, how shall I put it... bought the farm, deceased, become an ex-Vin, but lately I've learned that even being blown to bits doesn't necessarily mean the end; sure it means a lot of mess, but not necessarily the end. Be nice to find out what happened to the old far.. er.. fool anyway, so if ya know, drop us a line. No hurry, a postcard will do. Surface mail. Or even a carrier pigeon. Address it to Jak, he's more bothered than I am. As for Sig, well, I really

miss that guy, and I'm pretty sure that I'm his most favorite Ottsel, so it would be just peachy to catch up with him. And it doesn't hurt that he's pretty handy when it comes to all things explosive and weapon-shaped. We could trade war stories and toast marshmallows over the camp-fire, just like the old days. Why does he call everyone 'Cherry' though? I never could figure that out. Maybe he has a problem with names. Sigh. I miss him. I wonder if he missed me? I wonder if he's got a shoulder with an Ottsel-sized space and lots of reassuringly protective armor? I can dream, can't I? So, anyway, what I'm trying to say is, if you see Sig, gimme a holler, send a text, email me, beep me, fax me. Urgent! Got it? Good!



What's this I see before me? A loooooong list of words; pages of 'em, nothing but words, words and more words. In fact, I haven't seen so many words since I accidentally swallowed a dictionary during that unfortunate 'How Many Books can an Ottsel Cram Into His Mouth' contest at the Naughty Ottsel the other week. Shame that I was the only one who entered, but at least I won a spiffy pewter-covered plastic trophy. It was worth enduring the stomach pump just for that! Anyway, Jak is glaring at me right now, so that means either I had better cut to the chase and tell you this important information, or he's got his boxers on back-to-front again. Whatever! All you need to

know is that the following list of useful words is organized alphabetically to help you find things in the guide as quickly as possible. Apparently it's called an 'Index', and they're quite common at the end of books and stuff. Who knew?! I've devised a clever color-coded system: references to normal text are written in normal script, cross-references to maps are highlighted in **green**, and cross-references to the Secrets chapter are highlighted in **orange**, the color of Ottsel love. Fancy, huh! Oh, and you can think of the orange highlights as spoiler warnings if you want to keep the Secrets secret until the end of the game. Don't say I didn't warn ya!



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KEY
























You see this huge bump on my forehead? This is what happens when Jak gets his map-reading wrong and walks slap-bang into a wall. I'm the one who suffers, as usual! To save my precious noggin from further distress, I'm going to suggest that he uses this handy key, then he can find out what all those strange symbols on the map are with the minimum of effort.



Key locations

Key locations and people with mission assignments on the maps

-  **Seem**
-  **Kleiver**
-  **Garage**
-  **Damas's Palace**
-  **Arena**
-  **Pen / Marauder Stronghold**
-  **Monk Temple Tower**
-  **Turret**
-  **Nest**
-  **Oasis**
-  **Transporter**
-  **Samos**
-  **Sewer**
-  **Naughty Ottsel**
-  **Gun Course**
-  **Haven Forest**
-  **Headquarter**
-  **Eco Grid**
-  **HellCat Cruiser**
-  **Onin**
-  **Ruins**
-  **Start Bonus Missions**

General




















-  **Orientation Number***
-  **Starting point of the mission**
-  **Daxter Time**
-  **Finishing point**
-  **Recommended route****
-  **Crates**
-  **Vases, Pots, Wooden Boxes**
-  **Enemies*****
-  **Precursor Orb in breakables******
-  **Precursor Orb in the open******

Mission Targets

-  **Mission Targets**
-  **Mission Target with specific order**
-  **Drop-off point**

Useful and Dangerous Items

Including switches

-  **Hatch**
-  **Leaper**
-  **Vehicle**
-  **Turbo Boost**
-  **Oracle**
-  **Warp Gate**
-  **Dark Idol**
-  **Dark Eco Vent**
-  **Light Eco Vent**
-  **Bridge**
-  **Dynamo Wheel**
-  **Switch**
-  **Vent**
-  **Purple Flower**
-  **Green Eco Vent**
-  **War Factory Towers**
-  **War Factory Targets**
-  **Purple Bomb**
-  **Purple Bomb Target**